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SEGA FORCE

BLAZING A T

I WANNA BE A STREET FIGHTER TOO!

At last! We have some screenshots from the most eagerly awaited Mega Drive game since Sonic bumped into Tails, and they've set off the Deadheads from SEGA FORCE in a bad way… Meet Blanka Pitt, Sagat-a-Mat Yeo, Ryu Chubb, Guileless Lapworth and Mr Vanity himself, Kenneth Wooding — practice that Dragon Punch, Ken, cos angry Vega awaits…

ADRIAN 'NECK BITE' PITT, Deputy Ed
Grrrrrrrrr! I've no orthodox fighting style, I just play dirty. You don't wanna feel the force of my special moves — they're electrifying! With my Rolling Attack and Rock Crush, I obliterate my opponents.
Fave Game: TINY TOONS

MAT 'TIGER-UPPERCUT' YEO, Prod Ed
Street Fighter II: Champion Edition is HOT! You can control the mighty Sagat. Okay, he's bald, he's got bandages on his feet and one eye but he's, er… the mighty Sagat! I'm gonna trash my enemies with tiger-uppercuts!
Fave Game: FLASHBACK

IAN 'HADOKEN' CHUBB, Designer
There's only one streetfighting champion: Ryu! I use my Hadoken fireballs to send my opponents reeling. If that fails, I talk them to death with my constant waffle.
Fave Game of the Month: COOL SPOT

PAUL 'DRAGON PUNCH' WOODING
I'm not that hard. They think I'm some kind of Street Fighter. More of a pillow fighter! I'm off to sort out my flower collection then I've got to dye my hair again.
Fave Game of the Month: FLASHBACK

WARREN 'SONIC BOOM' LAPWORTH, Sub Editor
There's no move better suited to Sega than my *Sonic* Boom. I must confess a fondness for the Dragon Suplex — a real pelvis-crusher!
Fave Game of the Month: TINY TOONS

TRAIL IN JUMPING JUNE

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FORCE tested!

IT'S CHAMPION!

6 The first pics of MD *STREET FIGHTER II: Champion Edition.* Marshal's our man when it comes to Dragon Punches and Sonic Booms, he gives ya the full lowdown here...

SPIN AND WIN!

30 Fancy grabbing a load of SPIDER-MAN goodies? If you're a fan, why not enter our exclusive Spidey compo? There are figures, T-shirts and holograms galore! Web I never!

CLUNK! CLICK!

26 The CRASH DUMMIES have landed! Join Slick and Spin as they knock the living daylights out of each other on GG. Handheld antics abound in this great new game from Acclaim.

NORTHERN EXPOSURE

18 CD development is alive and kicking and living in Dewsbury! Mat and Ade visit IMAGITEC to discover the way they work and what the future holds for one of the smaller software companies.

OUR SURVEY SAID...

86 Remember our Deadhead Survey in Issue 14? We've got the results! Find out what gamers up and down the country think of SEGA FORCE and gawp at the mugshots of those that may make it onto the SEGA FORCE Panel.

HAVING A BLAST

74 THE BIG BREAKFAST's computer genius, Ben the Boffin, has a gander at a skipload of platform romps, old and new. His reviews just may persuade you to buy one!

REGULARS

6 Gutter Talk – News from the European Computer Trade Show, sneaky peeks at Domark's *MiG-29* and *F-15 Strike Eagle II* from MicroProse. Plus the Brit, Jap and USA charts.
15 Deadhead XPress – More prizes up for grabs! Pick up the phone, dial that number and see if you're a winner!
88 Classifieds – If you've got something to sell, you've probably placed an ad in our Classifieds. If not — why not? They're free of charge!
92 Gutter Snipe – We always save the best till last! He's witty, he's sarcastic, he's got more brain and brawn than Carol Vorderman. Your letters, his answers and plenty of pics in 'Off The Wall'.

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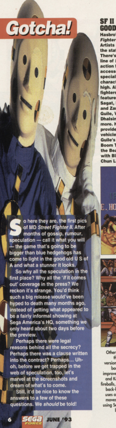
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Big Ed's decision is final in all competitions — so nah! Full rules are available on request. We can't guarantee to return anything sent to SEGA FORCE unless accompanied by an SAE and even then, we might lose it!

Printed in the UK
by BPCC Business Magazines
(East Kilbride)

Distributed by **COMAG**
ISSN 0964-2552

A Member of the Audit Bureau of Circulation



So here they are, the first pics of MD *Street Fighter II*. After months of gossip, rumour, speculation — call it what you will — the game that's going to be bigger than blue hedgehogs has come to light in the good old U S of A and what a stunner it looks.

So why all the speculation in the first place? Why all the '*If* it comes out' coverage in the press? We reckon it's strange. You'd think such a big release would've been hyped to death many months ago, instead of getting what appeared to be a fairly informal showing at Sega America's HQ, something we only heard about two days before the preview.

Perhaps there were legal reasons behind all the secrecy? Perhaps there was a clause written into the contract? Perhaps... Uh-oh, before we get trapped in the web of speculation, too, let's marvel at the screenshots and dream of what's to come.

Still, it'd be nice to know the answers to a few of these questions. We *should* be told!

SF II GOODIES!
Hasbro's *Street Fighter II* Martial Artists are out in the states now. There's a whole line of *SF II* action figures and accessories, plus special edition characters 12" high. All the fighters are featured, from Sagat, Ken, Ryu and Zangief to Guile, Vega, Dhalsim and more. Humour's provided by the vehicles, like Guile's Street Boom Tank and the Beast Blaster with Blanka and Chun Li.

STREET FIGH[T]ER II HITS THE MD

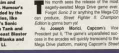
It's been a long wait but was it worth it? We bring an exclusive look at the hottest game around...

This month sees the release of the most eagerly-awaited Mega Drive game *ever*. Forget *Sonic 2* or anything the Mega-CD can produce, *Street Fighter II: Champion Edition* is gonna burn ya!

As **Joseph Morici**, **Capcom**'s Vice President put it, 'The game's unparalleled success in the arcades will quickly transcend to the Mega Drive platform, making Capcom's *Street Fighter II: Champion Edition* the most sought-after home video game title of 1993.'

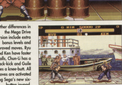
He's right. The arcade version continues to be incredibly popular and the 16-bit Sega cart's gonna be just as hot. The familiar 12 streetfighting warriors use their unique combat styles in a series of bone-crushing competitions across the globe, from the Far East to Las Vegas.

One or two players pick from the colourful streetfighters and four boss characters — Bison, Sagat, Vega and Balrog — and take on

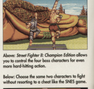






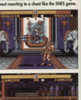


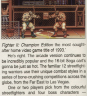
Other differences in the Mega Drive version include extra bonus levels and improved moves. Ryu and Ken have faster fireballs, Chun-Li has a back-kick and Guile uses a knee-butt. All moves are activated using Sega's new six-button joypad.

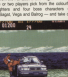


Above: *Street Fighter II: Champion Edition* allows you to control the four boss characters for even more hard-hitting action.

Below: Choose the same two characters to fight without resorting to a cheat like the SNES game.









HTER II

that pesky CPU or another player. All 12 characters means a massive 78 match combinations.

All the speed, more moves

And of course there's the 'character versus same character' mode for that mirror image effect, where the only difference is the characters' colouring — hardly an exploitable weakness! A cheat code's needed for this on the SNES but it's a standard option on the MD.

The graphics in MD Street Fighter II are very close to those in the arcade machine. The fighters are large, fast-moving sprites. Very impressive.

The **Sega** cart will feature all the great stuff the SNES has and new features on top. First, faster moves and quicker response. With characters so big, there's been a rumour they can't *possibly* be fast. Wait till you see the game before you believe that bull. Don't even blink or you're gonna get your head smashed.

All fighters have new attributes and abilities. All the special moves memorised and considered 'ho-hum' by SNES fans are no use. You've gotta learn new things, like Ken's enhanced Dragon Punch and Chun Li's two additional flip-kicks.

If your appetite isn't whetted now, it never will! With **Capcom** and *Street Fighter II*, June's gonna be one hot month for **Sega** gamers!

MARSHAL

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Every now and again, us lads grab our clip-on ponytails, get ourselves an attitude and trot off to the European Computer Trade Show in London. As the name suggests, it's trade only, so you peeps miss the chance to see members of respected software houses falling over, foaming at the mouth and going all gooey-eyed — and that's *before* they've been on the beers! The main advantage of a show like this is we get to see games which may not be released in Britain for several months. This time around we clocked some corkers. Virgin had MD *Jungle Book*, which looks pretty damn smart, Core had *Chuck Rock II: Son of Chuck* and Sony Imagesoft were showing the CD version of *Dracula*. Coooooo-el! The best of the bunch was TecMagik with their 'Awesome Foursome'. Look out for *André Agassi Tennis* on all formats, but, even better, we saw the MD versions of *Pink Panther*, *Sylvester and Tweetie* and *Steven Segal*.

DOWN AT THE E.C.T.S

The time: April 4th. The place: Earl's Court, London. It was definitely the place to be seen this spring 'cos that's where the **European Computer Trade Show** was held.

As usual, us SEGA FORCE bods were woken up at an ungodly hour and forced (at gunpoint) to travel down to the capital to feast our eyes on a mountain of goodies!

The three-day computer show proved to be the most successful so far. Top name software houses, including **Accolade, Virgin Games** and **Domark**, showed off their latest games.

So you want to know which games are lined up for later this year, eh? Feast your eyes on this little lot, folks, there are some treats in store.

Accolade

The independent software house had *Bubsy the Bobcat*. The 16 Meg furry wonder is looking great but the release date's shifted back to September.

Accolade have two sports games. *Summer Challenge* beats *Olympic Gold* at its own game with better events and more playability. *Jack Nicklaus Power Challenge Golf* is one of the best sporting games we've seen and includes digitised golf footage. Check out our reviews of both next issue.

Core Design

Core were responsible for *Chuck Rock* (via **Virgin**) and the sequel they've lined up is a riot! *Chuck Rock 2 — Son of Chuck* sees Chuck Junior set off across six prehistoric levels in search of his kidnapped pa.

Chuck Rock 2 looks even better than the original — wait till you see the guardians — and a comic strip's planned for *Look-In* magazine to promote it. The game is out on all formats in September and we'll have a preview soon.

Core Design proudly showed off their first Mega-CD title, *Thunderhawk*. It's a stunning helicopter sim that really puts the CD unit through its paces.

Thunderhawk features texture-mapped backgrounds, incredible animation and superb scaling and rotation effects. It's out in September and we'll get our hands on it soon.

There's also word of an ultra-secret game called *Bubba 'N' Stix*...

Gutter Talk!

Domark

Those smashing folks at **Domark** have lined up a cracking load of games for all systems. On MD, there's *International Rugby* for sporty types and *MiG-29* for Tom Cruise wannabes (see preview elsewhere). *MiG*'s out in June, *International Rugby* in July, followed by the *Formula 1 Champions* racer in August.

The MS and GG haven't been forgotten. Game Gear *James Bond: The Duel*'s out in May and expect both versions of *Formula 1 Champions* in August and a great looking conversion of *Desert Strike* in September.

It's gonna be a busy year for **Domark**!

Supervision

A new player in the world of console games, **Supervision** have some unique games lined up. First is *Monopoly*.

Now hold on a second! The game reviewed on page 76 is an import and produced by a completely different company. The **Supervision** version looks far superior and should prove board games *can* translate into video games.

They've also got the another popular board game conversion, *Scrabble*. Keep your eyes peeled for both games later in '93.

TecMagik

So you thought **TecMagik** only produced great MS games? Think again! Their two upcoming platformers prove they've got what it takes to be a top MD games producer.

Pink Panther's based on the cartoon series. The animation's great and they've secured the rights to use the cartoon's theme tune.

Sylvester and Tweety's another cartoon-based licence. It, too, is gonna be big. The main sprites are massive and identical to their screen counterparts.

We'll keep you posted on their progress. It's gonna be worth the wait!

Gutter Talk!



US Gold

The Force is with **US Gold** — they're releasing *Star Wars* on MS and GG later this year. It's based on the hit NES version and sees you as Luke Skywalker as you battle Darth Vader and the evil forces of the Empire. Travel across Tatooine, meet Han Solo in the Mos Eisley cantina and navigate an asteroid field to the terrifying Death Star.

Both versions look cool and have stunning animation. No word on an MD version but apparently there's something big in the works...

Also due for the 8-bits is *James Pond II — Robocod*. Fight Dr Maybe and his cronies or Christmas is lost!

Originally produced by EA, these versions are virtually the same as the MD game. The graphics are spot on and gameplay's great. Both are expected for June release.

Virgin Games

Virgin showed more games than you could shake a very big stick at! For the MD there was *Cool Spot* (see our full review, page 58), *Super Off Road* and the god sim, *Populous II*.

But their hottest MD game was *The Jungle Book*. This has to be seen to be believed! Check out the smart graphics and instant addictiveness when it's released this winter.

It features loads of neat touches including a new process, Dual Contour Mapping, which enables characters to interact with objects in the background and foreground.

Definitely one to watch for. It's due out on MS and GG next year.

Another title set for release on all systems is the teflon-coated *RoboCop Vs Terminator*. The two cyborgs face off against each other in a fight to the death this winter.

The MS is in for a treat. As well as the afore-mentioned games, there's the hairy *Wolfchild*, slimy *Battletoads* and even *Cool Spot*. The GG's due for all three plus *Double Dragon Xtra*.

Finally, on Mega-CD, **Virgin** have an incredible game in the shape of *The Terminator*. It's different to the MD game and has 12 minutes of film footage for good measure.

Virgin certainly have a lot to shout about this year!

So that's what was hot and happenin' at the **ECTS**. We bent over backwards to bring you the news but it was worth it. Next stop, the **CES** in America!

FUN IN THE SUN!

How do you fancy a dream holiday? Sounds too good to be true, eh? Well it's not! You could be spending your summer in the Bahamas, the Caribbean, New York or anywhere else you fancy. And it won't cost a penny!

All you have to do is place a regular order for SEGA FORCE at your local newsagent. Yep, just agree to continue reading the best Sega mag around! Your newsagent benefits, too — he could win a weekend for two in Paris.

For more details on this incredible offer, check out the advertisment on on page 16. Who knows, you could soon be lapping up the sun in some far-off location, sipping exotic cocktails!

TV GAMES' BENEFITS

The folks at TV Games have whipped up a whole load of deals and you'd be a fool to miss out.

The cost of membership to the TV Games Players' Club is £12 and once you've signed up there are plenty of benefits to take advantage of. Each time you introduce a new member you receive a £2 voucher to redeem against goods or renew your membership.

The cost of a game is reduced from the standard price of £39.99 to £37.99. For more details phone TV Games on (081) 786 7816.

FUTURE CHECK

Here's the technology Marshal expects to be within your reach in the next two years: Digital video recorders, great when teamed with the high-definition video systems in the works. There'll be the same troubles as when DAT first appeared, from the fear-guys who'll want to keep the machines out of our hands so we can't pirate programmes with pin-sharp quality.

For 1996 or so are scanning tunneling microscopes (STM) to rearrange atoms on film surfaces. They'll push atoms around like binary to create video and music data, cramming it into spaces some 79 billionths of an inch wide — we're talking major league miniaturisation.

Tie STM into micro-colour LCD screens, wireless communication and the digital assistants planned for this summer (**Apple**'s Newton and the others), what *won't* we be able to carry around in our pocket?!

And you'll still leave it on the table and forget to pick it up on your way out of the house.

MARSHAL

BRIGHT YOUNG SPARK

Sonic could be in for a bumpy ride! **Konami**'s new Mega Drive platform epic, *Rocket Knight Adventures*, stars a new **Sega** hero — Spark the Mouse. The armoured rodent's cuter than the hedgehog and wages war against an evil black knight.

The story takes place in a mystic world where sword, sorcery and machinery co-exist in uneasy balance. Spark is a royal rocket knight, roaming the skies to hone his craft.

But the thunder clouds of war constantly brew overhead, until they burst upon Spark's own kingdom.

Spark's immediately recalled and pressed into action to free his besieged castle. Over the course of battle, he detects the presence of the cursed black knight who took his father's life.

Fast and furious

True to **Konami**'s tradition of excellent platform and shoot-'em-up action, *Rocket Knight Adventures* promises outstanding gameplay. The game's side-scrolling, much like *Sonic*, with speed to match. Spark trots around or flies on his rocket pack and bounces off walls to enter hard-to-reach spots. Unfortunately, the pack's powerful so he often crashes or misses his target completely.

Sword in hand, Spark can skewer enemies on the run, flying, jumping and leaping diagonally. Spark uses his long tail to dangle from ceilings and help him swim.

All characters are richly designed in a comical mishmash of the medieval and old-fashioned military machinery. Like Spark, enemies move in cartoonish fashion while delivering off-the-wall attacks.

Rocket Knight Adventures could be the biggest Mega Drive hit of the autumn when it's released in September. Watch it, Sonic!

THE CAPED CONTEST

DC have got the animated **Batman** his own comic and Batty toys are pushing forward, too. **Kenner** have articulated action figures and **Ertl** are cranking out cool miniatures based on the cartoon series — five characters (Batman, Robin, The Joker, The Penguin and Catwoman) and five vehicles (the Batmobile, Batplane, Batcycle etc).

Why do I bring this up? 'Cause I've a bad case of Batmania again? (Still —Sub Ed.) Yep, and you can reap the rewards my therapist sessions because **Ertl** have given us a selection of figures to pass on. They're too good for us so write and claim 'em.

Send a card to 'Black Marshal and the Dark Knight' at the usual address with the answer to this question: By which name is Oswald Cobblepot better known? Better hurry, 'cos **DC** are bumping off Bruce Wayne this summer, just like they did Superman!

MARSHAL

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Gutter Talk!

This is the sleek and sexy gaming goddess! The Mega-CD 2 and Mega Drive 2.

CD SLIP UP

Sega have come under fire — some shops received the Mega-CD a week before its official release. The April 2nd date was set for all shops but it's been revealed that certain stores had the unit on sale a week earlier.

Furious shops have contacted **Sega**. They stuck to the release date and were dismayed to see the Mega-CD on sale in large chainstores. **Sega** themselves said they were aware that some stores had been selling the machine early and that the shops in question had been notified.

However, the independent trade body, N.A.S.C.R, were quoted in *Computer Trade Weekly* as saying they were 'actively seeking legal advice under European law'.

MD AND M-CD 2 OUT SOON

Just as we were going to press, we received exciting pictures from Japan. You may have heard the rumours about a new Mega Drive and Mega-CD. Now we can confirm them.

The Mega Drive 2 is due in Japan this autumn and it's essentially a slimmed-down version of the standard MD. The black case has been reduced to a fraction of the original width and it weighs even less than before.

The joypad ports, power and reset switches have been moved to the centre of the unit. In looks more like an SNES than Mega Drive!

The headphones volume slider has been moved (it may be on the side) and there's no power light. The cartridge slot's now oval with red access flaps.

There's no news whether the inside workings have been altered, but the circuit board's likely to have been rearranged to accommodate the new joypad socket and switch positions. Finally, the MD 2 will come with one or two six-button joypads. These replace the three-button pad and feature a mode switch which informs the MD how many buttons are needed for a particular game.

Sleek CD

The Mega-CD 2 is radically different to the original. It resembles a portable CD player but has a flat unit underneath. The MD 2 sits snugly on the left of the CD-ROM unit and connects through the side port.

The Mega-CD 2 features a manually-operated lid that flips open to accept music CDs or games. There's blue power switch on the right and red power light to the left.

As you can see, both units look incredible, but there are a lot of unanswered questions. Will they need separate power supplies? When will they be released here? Why are **Sega** releasing new units when the Mega-CD has only just been released over here?

We'll have more info next month. Make sure you get the next SEGA FORCE to find out what's happening!

THIS WOMAN IS A VIRGIN!

'Look at her, boys, ain't she a darling?! Wonder whether she's a natural blonde?' Cut the sexist references, Ade, who the Devil is she? 'Well, there are folk in this wild and wacky industry of ours who work behind the scenes and never get any credit, so I think it's time this lady got what she deserves.' What's that, a clip round the ear'ole with a wall-mounted Brillo grip?

'No, Philistines! This is **Danielle Woodyatt**, PR Manager for **US Gold**, and she helps us out when we need things, like a shoulder to cry on, a mug of Bovril for those chilly evenings and half a million pounds to rate a **US Gold** game higher than 90%! She hasn't any health problems as far as we're aware and, unlike me, she hasn't fallen through Dudley bus shelter.' So, Ade, why are we featuring her in the news?

'Well, 'Woody', as she's known to her clients, is leaving the rough and tumble place that is Birmingham and heading for 'The Smoke', ie, London. She's taking on the role of Public Relations Manager for **Virgin Games**.' Sounds impressive.

'It's not really. It just means we're gonna have to spend more money phoning London rather than Brum! Anyway, we'd just like to wish her well at **Virgin**. Thanks for keeping us high on your list of priorities, Woody, cheers for the caterpillar cake and keep smiling!

VIDEO VOLTAGE

You've read the magazine, played the game... now watch the video?! Yep, that's right. Now you can find the latest games news, reviews and tips in an exciting video, *Gamebreaker*.

The video should be in all good shops now and features essential guides to all the latest 16-bit carts plus hints and cheats for such games as *Street Fighter II*, *Mega-lo-Mania*, *Prince Of Persia* and *Alien 3*. The host is G.B, a cool video attorney who talks you through each section and provides bad puns to groan at. The makers are hoping that this new video magazine will take off in a big and aim to appeal to all console owners.

Gamebreaker is a bi-monthly product with a running time of about 65 minutes. It retails for £6.99 and could be just the thing for all you game-freaks who want the latest cart info.

THANX A LOT!

It's that time again when we give a great big hug to all the lovely folks in games land who've helped us out.

First there's a big *WHOOPS* from us — we forgot to mention that last issue's stunning *Sewer Shark* was sent to us by Robert at the Video Games Centre (0202 527314). Sorry for the cock-up, mate (we've shot our designer!).

Thanks also to Clare at Killer Konsoles (0438 367406), Jonathan and Phil at Game Zone (0908 226696), Comtazia (0384 261698), that strange waiter at the ECTS and cheers to our very own Kevin Bailey and Timmy Hirschmann for making the tea!



LEAPIN' LIZARDS!

It's that time of year again, folks. The summer's finally here and that means big bucks for the movie industry.

It's the time of year when major film companies wheel out their blockbuster movies in an attempt to beat each other in the box office wars. This year's hottest film looks set to be **Steven Spielberg**'s dinosaur epic, *Jurassic Park*.

Based on the novel by **Michael Crichton**, the film centres around an epic new theme park featuring bio-engineered dinosaurs. The massive lizards have been created by scientists after it's discovered that ancient fossils contain minute samples of prehistoric DNA.

The dinosaurs are cloned and allowed to roam freely in the park as a tourist attraction. Unfortunately, someone forgot to tell the creatures they're not supposed to eat the visitors! Chaos erupts.

Monster special effects

The movie's set to break all box office records and features some of the most stunning special effects ever. **Stan Winston** (*Aliens, Terminator 2*) has produced the incredible dinosaurs used in close up shots while *Industrial Light and Magic* (*Star Wars* and more films than we've room to mention) have come up with jaw-dropping technology to portray the moving monsters. The same people who brought the incredible T-1000 (from *Terminator 2*) have done the majority of work on the giant lizards.

The good news for console fans is that a big name third party has picked up the rights to produce a **Sega** CD version. No news on who it is yet as everything's still being negotiated. It may be **Sega** themselves but we'll keep you informed as soon as we find out. **Ocean** have snapped up the worldwide rights for the Nintendo systems and the new 3DO system has its own version of the game.

Expect to see *Jurassic Park* released in the UK on July 16 and the game later in the year. Expect a monster summer!

SONIC THE NOVEL

Can't get enough of Sonic The Hedgehog, eh? Well if you fancy a spot of late-night reading, why not check out a new book called *Stay Sonic*.

Written by Mike Pattenden, it's packed with interesting facts on that hedgehog. For instance did you know that Sonic used to be brown, wasn't speedy and likes techno music? Or how about the fact that Robotnik was a kind scientist by the name of Dr Kintobor, who actually gave Sonic his powers? All this and more in *Stay Sonic*, out now, priced £4.99.

DRACULA

Out of his coffin and out for blood, the Master of Darkness flutters from silver screen to monitor tube. The BLACK MARSHAL buys several hundredweight of garlic and heads for spooky Transylvania...

The name of Dracula has always evoked fear of the night, of mystery and danger. Copolla's recent re-working of Bram Stoker's classic novel into a glossy movie is best known for its outrageous visuals. Such a title is perfect for Mega-CD.

Dozens of the film's sets have been digitised, as have enemies. The player sprite, Jonathan Harker, is particularly impressive. Naturally, your mission is to find and destroy Dracula, and just as in the film, you're forced to travel through the foreboding land of Transylvania.

Your weapons are your hands and feet — punches, kicks and leaps are the extent of your skills. They're all you need to take on everything you encounter, *provided* you strike at the right time.

Don't expect trouble to approach in a leisurely fashion, *Dracula*'s full of hazards. Vile birds harass you, inhuman beasts take a stab at you — that sort of thing. All can steal your energy and one of ten lives.

Here come the brides

When you get inside Castle Dracula, it's worse. Tarantulas, rats and mystical 'things' obscure your view. It's no fun having a rat cling to your leg so shake it off; the same for spiders. Ghosts are puny but have a nasty habit of dive-bombing you.

The longer you stay alive, the further into the depths of despair you go. You fight through the asylum and into the underground caverns before the final confrontation.

The walking dead are easily stopped but shoot slime before staggering into range. There's no time for manners when you're attacked by blood-sucking vamp brides. They're weak but can force you to go to them then hit below the belt (literally).

CD *Dracula* previews each level, panning around to show the entire area to be explored.

Above: A digitised Jonathan Harker tackles a similarly impressive undead assailant.
Top: A victorious Vlad Dracula faces the future.

Left: If ever there's a time for Harker to panic, it's now. He's made it to the heart of Castle Dracula and has met more than his match in the form of the Master of Darkness himself. He needs expert timing of all moves to succeed.

Gutter Talk!

then shows a clip from the movie when you conquer it.

Music and sound effects were both taken from the movie and created for the game. Those used to the pings and pops of video games will freak out to the thunderous sounds; *Dracula's* audio is just as dark and bizarre as what's onscreen.

Rousing cart action

If you want an easier ride, try the cartridge version, in which Harker endures many levels of platform and arcade-style action as he pursues Dracula.

He leaps around, armed with a dagger, and later finds a sword. Other weapons include explosives and guns.

Health is enhanced by grabbing magic potions, which sometimes temporarily remove fog and eliminate barriers. Believe me, you don't want to feel your way through a misty level when Dracula's brides are in pursuit! An arrow points out the exit, but only when certain tasks have been accomplished.

This cart version is a lot of fun, mostly because of the subtle touches and hidden stuff. Going beyond the various creatures to attack and the gigantic end-level bosses, the guys with whips and the flying brides, the hidden wizards and dragons…

Sony Imagesoft did the right thing in making two radically different *Draculas* for MD and M-CD. There's no need for comparison and those without a CD-ROM unit can still enjoy a rousing action game.

Regardless of CD or cart, *Dracula's* gonna get ya! **MARSHAL**

The MD cart version of Dracula isn't quite so flashy. Harker's a slim, unassuming sprite… unlike the massive end-of-level guardians! Luckily, he's got five lives and plenty of energy.

FOUR COLOUR FIGHTING

The Street Fighter II bandwagon rolls on with the latest piece of merchandise. Out soon in America is a regular comic based on the adventures of Capcom's popular fighters. Published by Malibu Comics, the series is written by Len Strazewski (made-up name) and drawn by Don Hillsman and Jeff Whiting. The comic kicks off in May with the start of an explosive storyline in which Bison issues a challenge to Sagat: destroy Ken to lure Ryu into the world arena for a fight to the death! Street Fighter, the comic book, should be in a store near you soon.

3 x 3 EYES
Manga Mayhem

Manga Video's latest release is already in the shops and definitely worth checking out (if you're over 18, that is). *3 x 3 Eyes* already has console game connections, with Japanese versions established and UK **Sega** games in the making.

As with many manga-inspired anime, *3 x 3 Eyes* is the first of a series of movies based on popular Japanese comic strips. Although this one-hour story is complete in itself, it's really a scene-setter for what's to follow. It introduces the young hero, Yakumo, and his destiny in the form of an attractive Tibetan waif called Pai.

Pai is more than she seems, at one moment a normal two-eyed girl who wants to make friends, the next a cold and calculating member of the ancient immortal race of Triclops (three-eyes, also called Sanjian).

Pai's quest, as the last of the Triclops, is to become a human, which can only be done with the aid of the Ningen, or Statue of Humanity, an artefact from before the dawn of mankind.

Curse in disguise

Pai enters Yakumo's dissolute student life bearing a letter from his father, who died four years earlier in the Tibetan mountains, begging his son with his dying words, to help Pai. Yakumo is more interested in having fun with his student friends.

But when he's attacked by a giant monster released accidentally from Pai's walking stick, she saves him in the only possible way: by merging his soul with hers through her third eye, making him invulnerable to death and marking his forehead with the sign of Wu — the symbol of The Void.

As the forces of darkness gather to prevent Pai and Yakumo from getting their hands on the Ningen, the animators have loads of fun with Yakumo's invulnerability. They find increasingly unpleasant ways for him to get squashed, run over, dropped from heights and rended asunder by a variety of ghastly beings.

The pace is frantic, making *3 x 3 Eyes* seem much longer than its 60 minutes. Music's cleverly used to underpin the dark heart of the film and counterpoint it with the 'all-American high school kids' theme of the Tokyo scenes. The graphics are of the usual high standard we've come to expect from manga films.

Yakumo is an unusual hero in that he walks around with his eyes apparently shut, but in the few scenes where he opens them wide, the effect is literally one of having his 'eyes opened'.

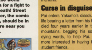
3 x 3 Eyes (Cert 18) has a recommended retail price of £10.99, and Part Two should be released in the summer.



DIZZY DUDE

Now Codemasters have put that nasty legal business behind them (see last issue), they can go about their *real* business as top-notch software developers. Their next scheduled release is *Micro Machines* — but platformers watch out!

The Fantastic Adventures Of Dizzy is already an NES hit and it's an adventure every 16-bit owner will want, too.



The action's set in Dizzy's homeland where the egg-shaped hero faces off against an evil wizard, Zaks. The sorcerer has cast a spell, transforming harmless creatures into monsters. On top of that, he's nicked off with Dizzy's girlfriend.

Travel through tree-houses, diamond mines, a dragon's lair and more in your search for your missus and the freedom of your land.

The Fantastic Adventures Of Dizzy will land on the Mega Drive with a splat in the autumn. We'll keep you informed on eggs-actly how it's progressing (groan!).

SENSIBLE SONY

Forget *European Club Soccer*, *World Cup Italia '90* and *Super Kick Off* 'cos the hottest footie game around is about to blast onto the MD!

Sensible Soccer has been hailed as the best football game for any system but until now only PC and Amiga users have had the chance to play it. That's all about to change as **Sony Imagesoft** have snapped up the worldwide rights to produce it for both **Sega** and Nintendo systems.

Known for their hot CD games (*Sewer Shark*, *Make My Own Video*), **Sony** are branching out into the console world. They're hoping to use European software developers to help them crack the lucrative market over here.

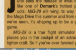
MD *Sensible Soccer* is nearly finished but **Sony** are hoping to hold back on releasing until next year when the USA hosts the next World Cup. There'll be a CD version early next year but you can expect the MD original pretty soon. More news as we get it.

MIG-29

MAT 'Biggles' YEO buckles up and heads for the wide blue yonder. Hope he's packed a parachute...

June sees the release of what looks like one of **Domark**'s hottest products. *MiG-29* will wing its way onto the Mega Drive this summer and from what we've seen, it's shaping up to be a great game.

MiG-29 is a true flight simulator that places you in the cockpit of an advanced fighter craft. So if you've ever fancied your-





self as a hotshot pilot, here's your chance to prove yourself.

There are five missions and all tax your flying skills to the limit. Missions are set in the Middle East and each takes you into a different section of enemy territory.

Stay on target

Most of the action's viewed through the cockpit and the instrument panel's a near-perfect (corr!). You can flip to 16 other views, including exterior shots and long-distance approaches from targets.

Speaking of targets, there are loads to track down and destroy. They range from ground-based installations to high-tech jets and massive oil rigs.

Visually, *MiG-29*'s a stunner. Polygon graphics display your aircraft with great realism (no need for SFX chips here) and there's no slowdown. There are even digitised scenes showing your plane crashing.

We'll have a full review of this ace flight sim next issue. Until then, keep 'em flying high! **MAT**



SEGA FORCE Virgin GAMES CENTRE Cart Charts

Wondering which game to buy next? These are the carts being pulled off the shelves at Virgin stores all over the country; see which games are heading where then splash the cash.

MEGA DRIVE

1	▲	STREETS OF RAGE
2	→	ROAD RASH 2
3	▼	PGA TOUR 2
4	▲	EURO CLUB SOCCER
5	▲	LEMMINGS
6	NE	MEGA-LO-MANIA
7	▲	DESERT STRIKE
8	▼	SONIC 2
9	▲	MICKEY AND DONALD
10	▲	NHLPA '93

Believe it or not, the same three games were in the same three positions last month! Long live **Sonic**, the **lemmings** and **Taz**! **Mickey Mouse** makes an appearance at number five and in his follow-up game at number eight. It's an animal-packed chart!

It's finally made it! *Streets Of Rage 2* makes its way to the Number One slot. **Virgin**'s *Mega-lo-Mania* comes straight in at number two. Those **lemmings** are edging their way to the top of the cliff. Check out next ish to see if they make it!

MASTER SYSTEM

1	→	SONIC 2
2	→	LEMMINGS
3	→	TAZ-MANIA
4	▲	SPEEDBALL 2
5	▼	MICKEY MOUSE
6	▲	TOM AND JERRY
7	→	TRANSBOT
8	NE	MICKEY MOUSE 2
9	▼	LEADERBOARD
10	▲	NINJA

GAME GEAR

1	→	SONIC 2
2	▲	LEMMINGS
3	▲	ALIEN 3
4	▲	STREETS OF RAGE
5	▼	TAZMANIA
6	→	SUPER KICK OFF
7	→	SUPER OFF-ROAD
8	▲	CHUCK ROCK
9	▼	SUPER S. INVADERS
10	▲	PRINCE OF PERSIA

The **lemmings** are on the up! Although **Domark**'s *Super Space Invaders* plummet out of the sky from Numero Uno to number nine. **Chuck** makes his mark at number eight and that **Prince** from Persia teeters at number ten. **Sonic**'s still holds the Number One spot, though.

EAST AND WEST CHART ATTACK!

That fat American's on top! The USA's favourite sport has predictable pulling power over the pond.

1 JOHN MADDEN'S '93	EA	Sports sim
2 NHLPA HOCKEY '93	EA	Sports sim
3 ECCO: THE DOLPHIN	Sega	Action
4 ROAD RASH 2	EA	Racing
5 STREETS OF RAGE 2	Sega	Beat-'em-up
6 SONIC 2	Sega	Platform
7 SPORTSTALK FOOTBALL	Sega	Sports sim
BULLS VS LAKERS	EA	Sports sim
9 MONOPOLY	Parker Bros	Board game sim
10 T2: THE ARCADE GAME	Acclaim	Action

Sonic's been toppled! The strange Columns variant Norton previewed a couple of issues ago hits the top spot.

1 PUYO PUYO	Sega	Action puzzle
2 SONIC 2	Sega	Platform
3 YUMIMIX CD	Game Arts	Adventure
4 STREETS OF RAGE 2	Sega	Platform
5 MAZIN SAGA	Sega	Platform
6 F-22 INTERCEPTOR	EA Victor	Flight Sim
7 J-LEAGUE SOCCER	Game Arts	Soccer Sim
8 G-LOC	Sega	Shoot-em-up
9 GAMBLER 2 CD	Game Arts	Board game sim
10 SILVER STAR CD	Game Arts	RPG

Courtesy of BEEP! magazine.



THIS MONTH'S INSTANT WINNERS
If the number on your Sega Force XPress card matches one of the five below, you've won the console game of your choice! It's that easy!
106522
192234
216216
184501
172327
To claim an Instant Win prize, simply send your card to: Sega Force Instant Win, Sandylands House, Morecambe, Lancs LA3 1DG
YOU COULD BE GOING ON A FABULOUS XPRESS TRIP TO EURODISNEY
Yes, if your number matches the one on the Sega Force Hotline, we'll send you on an unbelievable weekend trip for two adults and two children to EuroDisney! Meet Mickey, Donald and Goofy!
YOUR LAST CHANCE TO BE A WINNER
DEADHEAD XPRESS
WIN!
SEGA FORCE XPRESS
EXCLUSIVE CLUB MEMBERSHIP CARD
CARRY THIS CARD AT ALL TIMES
VALID 06/92-05/93
GET YOUR CARD OUT!
It's sad, we know, but this is your final chance to whip out your card and find out whether you're a Sega Force XPress winner. Don't be shy, check it out now — you could be lucky.
16-BIT
MEGA-CD
SEGA
PLAY
ACCESS
AN AMAZING MEGA-CD AND MEGA DRIVE
The ultimate console set-up could be yours! Just call the number and it could go your way!
CALL THE XPRESS HOTLINE RIGHT NOW!
0839 007849
Answer two simple quiz questions and get at the numbers!
Call cost 36p/min (cheap rate), 48p/min (all other times). Please ask permission before you call. Maximum length of call is 5.5 minutes, which costs £1.98 (cheap rate), £2.64 (other times). We advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to: Megafone (Sega XPress), Sandylands House, Morecambe, Lancs LA3 1DG.
ENTER SEGA FORCE COMPS — EVERY MONTH
Courtesy of BEEP! magazine.

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster ! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!


£3,000 could take you here...


...or here...


...or anywhere!

AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY

e in the world!

WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) and *Atari ST Review* (£3.50) for gamers, with *Atari ST User* (£3.40) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20).*

To enter this £3,000 contest, just hand this coupon in to your newsagent

I wish to place a regular order for the magazine(s) I have ticked below:
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AY IN PARIS FOR YOUR NEWSAGENT TOO!

North of the Watford Gap the sun shines, the birds sing, the ice cream vans play The Lambeth Walk and thirtysomething game developers strut their funky stuff in latex animal masks! Bemused, bewildered and bewitched, ADRIAN PITT and MAT YEO toddled off to Dewsbury to meet Imagitec, guys and girls with big ideas, big bank balances and a fetish for all things rubber. Ade takes up the story...

Feature!

'Excuse me. Any idea which of these corridors leads to **Imagitec**?' The girl from the **Sunshine Supertan Centre** peered around the door. She seemed a little flustered. 'Sorry, love, no idea. Have you tried the next floor up?'

We had. And the floor above that *and* the floor above that. Chartered accountants, chiropodists, solicitors, broom cupboards — we'd banged on and *into* many doors. We were stumped.

This couldn't be the wrong address. It *may* have been a hot and humid Friday afternoon when I jotted the details down but I was still in charge of my faculties. There was no *way* I'd mistake a '2' for a '5'. If **David Bowie** could blaze a trail through a dusty labyrinth, I was adamant two 'intelligent' journos from No Man's Land could dig their way out of this rabbit warren.

Mat had the defeatist look. A kind of 'let's sit in the lift and flick nut brittle at each other' expression.

'We can't go back yet,' I wailed, 'I've a four-page feature to thrash out when we get home. Plus, I don't reckon I can stomach another British Rail cheeseburger so soon!'

What dreams are made of...

The plaque on the door said 'Dream Weavers'. Nice name. Kind of exotic. Fairy tale-like. **Hans Christian Anderson** would've been proud.

'Well,' thought I, 'if it's true, and they *are* indeed weaving what they claim, maybe they'd put that loom of theirs into full tilt and dream up a route to **Imagitec**!'

I tentatively knocked on the door. I could see Mat was embarrassed for me. What if I made a fool of myself? What if I interrupted a meeting of the Meat Purveyors and Fish Wives' Debating Society? What if... oh for Christ's sake, man! You *are* a Deputy Editor. You *are* supposed to have an ounce of confidence. It is assumed you're able to cope with difficult situations at the drop of a hat. I opened the door and stuck my head around...

Okay, I'd had enough! This was definitely *not* **Imagitec**. This was a model agency. The girl on reception was immaculately dressed. Not a hair out of place. Lipstick perfect.

'Sorry,' I mumbled, 'Any ideas where **Imagitec** is?'

'Yer 'ere,' she smiled, 'it's Adrian and Mat from **SEGA FORCE** isn't it?' Our saviour!

They're here

So, why Dream Weavers? That's the functional side of the company, the big boys who deal in dishing out the green crinkly stuff. Bit of a fancy name, 'cos the *real* dream weaving lies with **Imagitec** itself, the creative guys who work flat out to turn *their* dreams into reality.

While I reflect on just how corny that last statement was, let's embark on a guided tour of the building with President of **Imagitec**, **Martin Hooley** and Product Manager, **Rick Scott**.

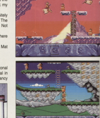
What a strange place! To proclaim it a 'maze' is an understatement. I half expected **Richard O'Brien** to pop out from behind a pot plant and screech, 'This is a skill game. You've got three minutes from the moment I close the door'.

As you move from room to room, you become aware there's more talent in this building than **Albert Einstein**, **William Shakespeare** and **Andrew Lloyd-thingy** put together. Managers, designers, program-



Above: Hidden away in a room just a bit bigger than a broom cupboard lie a plethora of latex masks for Imagitec's new Mega-CD game, *Space Junk*.

Right: Latex is a brilliant medium as it picks out facial movements. Many of the Imagitec staff posed for the masks and took part in the filming of *Space Junk*. It's all done in-house.





Shots from the Mega Drive version of *Humans*. There's a CD version nearing completion and two further *Humans* games are planned.





THE NORTH



mers and musicians all have a nook or cranny to call their own.

Well developed!

Imagitec believe all software should be produced in-house. Then, if there's a cock-up, they've only themselves to blame. Sound's good in theory, and in practise, it's working well. After a shaky start (ie, *Wheel of Fortune*), they bounced back with the glorious *Gadget Twins* (80%, Issue 15) and Mega Drive *Humans* (83%, Issue 16).

They've a finger in almost every computerised pie, have **Imagitec**. Their software development studios cater for all three **Sega** machines, as well as SNES, Game Boy, Amiga, Atari et al. There are computer tools and PCs as far as the eye can see. Over the past five years, their development system's grown as their workload's grown.

Their schedule for '93 includes further products on **Sega** and Nintendo formats, as well as work on the PC CD-ROM and the new Atari machines, the Falcon and Jaguar. They've recently been approved as a Mega-CD developer. **Sega** were impressed by their work, to say the least.

Above: Shelagh Pickford has the busy job of painting the latex masks and dreaming up the dazzling costumes for *Space Junk*.

Right: This luverly lady is Marie Fox. She's the senior storyboard artist at Imagitec. She busily draws the characters and backgrounds for many of their game with the help of her talented team.

This mean and moody guy, above, is Rick Scott, Imagitec's Product Manager.

Whereas *this* mean and moody git, right, is an animatronic *Space Junk* puppet!

'No!' to shovelware

And so they should be. **Imagitec** don't believe in the concept of 'shovelware products'. The belief that 'if it worked on the Mega Drive, stuff it, let's keep it the same for the Mega-CD'. That's the lazy gits' approach. If a game can be enhanced and embellished on other formats, **Imagitec**'ll do it, no two ways about it. Consider it done!

Imagitec aren't 'just another software house', they're a design and development company who want to make, and I quote, 'Excellent, original product'. That's why **Imagitec** designers are involved with their creations from conception to completion, to tweak and correct any flaws and ensure the game progresses in line with the original specification.

How does that specification come about in the first place?

Martin explained. 'We all tend to come up with ideas for games, so we have brainstorming sessions to see if any of those ideas are viable. We strive to create a base design which is then tailored to suit the varying specifications and capabilities of the system the product's being developed for.'

I'll tell ya a story

Those ideas that get through make their way to the storyboard and design

Above: This handsome chappie is Nigel 'Pig' Kershaw. He's the designer of *Space Junk*. The pose doesn't fool us. We reckon he's pretending to design. Great looking game, though, Nigel!

Imagitec employ a group of computer artists who all have a room to call their own. Here's one working on a Sega game. Tidy desk, huh?!

A selection of pics from that cute and incredibly colourful game, *Gadget Twins*. Another game Imagitec drew-up on storyboards first.

ERN LIGHTS

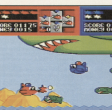
department. At **Imagitec**, they don't race into a project willy-nilly. Game levels, characters, backgrounds... in fact, *all* visuals start life on storyboards.

Martin told us, 'Putting our work on storyboards first is very important. It means we have complete control of everything at source.

'Our designers get together for a design brief. They come up with ideas of how all the characters are to be drawn and painted. This gives the whole concept a visual representation. The characters take form, they're given personalities.

'This brief is then reviewed. If the potential for a game is still there, a storyboard artist sketches up visuals and further design points are discussed. This rough presentation is then evaluated for its potential, possible target systems and viability.

If at this stage it's given the green light, the full-blown design document and storyboards are committed to.'



Art works

Rick showed us the storyboards for a game they're planning, with a working title of *Drack Pack*. He said, 'Designing and storyboarding a product is a costly and time consuming process, but the effort's worth it. There are fewer mistakes at the end of the day.'

The 20 storyboard pics for *Drack Pack*, a mock-up of the first level, took around two months to produce.

Imagitec's computer artists closely follow the style and design of storyboards. Care and attention's what it's all about and the artists have a huge range of equipment at their disposal. A lot of effort's taken to ensure products are graphically outstanding.

Imagitec currently employ 11 full-time computer artists and they're all, well... normal! I'd imagined 50-year-old chainsmokers in Arran sweaters, with high foreheads and round spectacles. Wrong! These guys wear jeans, T-shirts, listen to **Depeche Mode** and **Nirvana**, crack jokes, drink gallons of coffee... all the things we get up to.

Above: The main character in *Space Junk*. He's a spaced-out Rastafarian dog called Randolph. Shaggy, eh? The masks were made by the same guys who produce the characters for the TV programme, *Spitting Image*.



Above: The *Space Junk* backgrounds are air-brushed then digitised.

Now you see the masks and costumes in full effect. Here are two characters from the CD game, *Space Junk*. It's up to you to choose the most fitting way of communicating with them!

Below: One of the storyboard artists hard at work on a secret project. Remember when you play an Imagitec game, it's been on a board!





The *Gadget Twins* started life in a brainstorming session, then as storyboards, then found their way into the hands of computer artists!





Puppet on a string?

Swigging the final dregs of tea out of **Imagitec**'s 'special occasion' mugs, Mat and I were led into a room jam-packed to bursting with latex masks of various weird and wonderful creatures. Our eyes lit up and we could tell from Martin's expression that the story behind this little lot was something special.

In early 1992, **Imagitec** were looking for a new angle to CD gamesplaying. They'd thought about animating clay models, a process used in many popular children's TV programmes, but decided that was a little messy. They plumped for a different route — puppets!

Yep, it may sound strange, but for their first Mega-CD game, *Space Junk*, **Imagitec** are incorporating puppetry, creating characters in latex rubber, animating them and digitising the action. They call it Imagimation.

Martin admits, 'We knew nothing about making latex puppets.' But he knows a man who does! In fact, a whole team of 'em at **Soft Options**, the company responsible for the *Spitting Image* puppets.

Ring of confidence

Again, *Space Junk*'s visuals were first drawn on storyboards and backgrounds air-brushed. Character designs were transformed into latex by Soft Options.

Posing for the masks is a painful process! Plasticine sculptures first cover the sitter's face,



then a clay jacket's placed over that. The cavity between the Plasticine and the clay is injected with latex. That's left to dry then pulled off.

Rick told us, 'That's the really painful part. You find bits of eyelash and moustache stuck inside the masks!'

Martin explained. 'Imagine sitting in a huge tube of toothpaste. That's what it's like posing for a mask. The sitters have to breathe through a straw!'

The masks are returned to **Imagitec** where **Shelagh Pickford** paints them and designs the *Space Junk* costumes. As with their other products, **Imagitec** have complete control of how the masks are painted and what the costumes look like.

As Martin says, 'This again cuts out all the fiddly bits. We don't have to go on to improve how *Space Junk* looks. We know how we want it to look from the start!'

Many of the guys and girls at **Imagitec** played the characters for *Space Junk* during filming, which takes place at a studio just down the road. Martin and Rick have yet to star!

Above: We've mentioned 'em enough, now, here's one in the flesh, as it were! A storyboard for one of the *Humans* games. This one is *Humans in Space*, available on Sega machines by the end of the year.

Above: Imagitec like to put tons of humour in their games. This comes to the fore in the design stage. They're zany dudes!

Above: Ladies and gentlefolk, boys and ghouls, make way for the President of Imagitec, Mr Martin Hooley. He set up the company over five years ago. They make 'em young these days!

Left: Coming soon to the Mega Drive, *Ragnarok*. The clever bods at Imagitec have even had boards and pieces made for the game. We'll have some to give away in a mega-competition soon. Look out for *Humans* figures, too!

Spaced-out, man!

Space Junk is a huge game. It's an interactive roleplaying affair, with numerous character confrontations. You decide which path to take when faced with dilemma after dilemma.

You play a spaced-out dog called Randolph and meet such delightful creatures as Droogs, Snaggers, Slurges and Squinks. Again, all these characters have been drawn, coloured and given their individual personalities.

Martin describes *Space Junk* as 'a black, off-the-wall comedy in the style of *Red Dwarf*. A live RPG, Lucasfilm™ esque, scrolling adventure'. It will appear on several formats; we saw the Mega-CD version. If you think the likes of *Sewer Shark* and *Night Trap* are impressive, wait till you clock a load of this! No wonder **Sega** signed on the dotted line!

One of the advantages of drawing all the characters is they gain their own personalities and quirks. Here are a couple of the major creations for *Space Junk*.

Imagitec's other CD baby is a new version of *Humans*. There are more levels and longer animated sequences throughout.

Total control

Fret not, the Dewsbury dudes haven't forgotten t'other machines. There are two more *Humans* games to complete the trilogy. *Humans in Space* and *Humans in the Holy Grail* receive their debut on the Mega Drive, with other formats to follow. There's an alternative to chess with MD *Ragnarok* and a 16-bit game based on the hugely popular TV show, *American Gladiators*.

Martin and Rick are adamant they're going to push the Mega-CD to the limit. Martin said, 'Gamesplayers' expectations will be high. They'll expect more filmesque products. More original products. We *can't* deal in shovelware.'

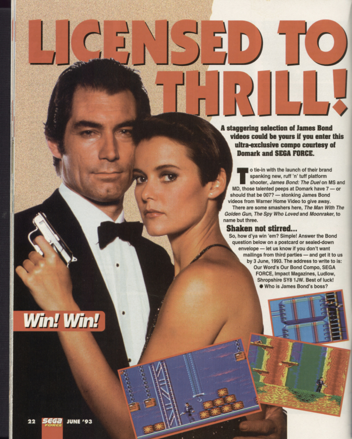
So, if *Space Junk*'s successful — what next? Martin smiled, '*Space Junk* will be the first in a whole new generation of products from Imagitec. It's my dream to buy our own film studio, *then* we can have TOTAL control!'

Imagitec certainly know where it's at. Their first step into the CD games market's massive for such as small company but the concept's really come together. Mat and I can vouch for that! They've proved you don't have to be big to be beautiful. Their working methods are impressive... yet there's just *one* thing they've overlooked — a few arrows in the corridor and a bigger sign on the door next time, lads!

As Mat and I bade our farewells, the girl from the **Sunshine Supertan Centre** tipped us a wink. 'There's more going on in that place than meets the eye,' mused Mat. Sadly, we couldn't stop to find out, 'cos as we all know, time and British Rail wait for no man!

If you reckon this, the original *Humans* game, looks good, wait until you see the follow-ups...

LICENSED TO THRILL!



A staggering selection of James Bond videos could be yours if you enter this ultra-exclusive compo courtesy of Domark and SEGA FORCE.

To tie-in with the launch of their brand spanking new, ruff 'n' tuff platform shooter, *James Bond: The Duel* on MS and MD, those talented peeps at Domark have 7 — or should that be 007? — stonking James Bond videos from Warner Home Video to give away.

There are some smashers here, *The Man With The Golden Gun*, *The Spy Who Loved* and *Moonraker*, to name but three.

Shaken not stirred...

So, how d'ya win 'em? Simple! Answer the Bond question below on a postcard or sealed-down envelope — let us know if you don't want mailings from third parties — and get it to us by 3 June, 1993. The address to write to is: Our Word's Our Bond Compo, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Best of luck!

● Who is James Bond's boss?











NEW PHASE 9 POWER PORT - POWER SUPPLY FOR GAMEGEAR

AVAILABLE FROM ALL GOOD COMPUTER STOCKISTS






FULL FO

Probably the best reviewing system in the

This is the largest and most important section of the mazgazine so you can be sure we take time preparing it. Each game's played by at least two experienced gamers who know when a cart's good enough to buy. For tough but fair reviews, read SEGA FORCE — your wallet'll thank you!

The overall Force rating is the one to look out for: all ratings are important but this one takes them all into consideration. So your sure of what the marks mean, here's the lowdown:

1–25
As you'll have guessed, any game in this lowest range is NOT worth buying. Steer clear.

26–35
Not recommended. If you like the cart's subject, you *might* want to give it a try, but with so many faults, it's unlikely.

36–49
Not awful but below par. From this range on, the cart has certain redeeming features. If it's cheap or interests you, it's worth trying.

50–59
About average. Has a major fault or two but enough graphics and gameplay to tempt.

60–70
Not a star product but good all round. Gameplay and lastability are likely weaknesses. Try before you buy, if possible.

71–89
Gets our seal of approval. Unless it's a game style you don't normally enjoy, it's worth saving up for. Satisfying gameplay.

SEGA FORCE SMASH! SEGA FORCE SMASH!

90–99
A SEGA FORCE Smash! A top quality cart which you should at least hire out, if not buy.

For a snappy verdict, look at the top of reviewers' boxes. Their expression — happy, sad or okay — and quick comment give a rough idea.

The SEGA FORCE sumo! The fat chap prances around near the ratings box. If he's happy, like on the left, you'll know about it, but if the cart's duff, he looks mean and moody.

SF Rating

99 PRESENTATION
● Loads of user-friendly options? Player options and passwords are important

99 VISUALS
● Are sprites detailed and original? Smooth scrolling, realistic animation?

99 SONICS
● Toe-tapping tunes and sharp FX, or puny bleeps and burps? Any samples?

99 PLAYABILITY
● Easy to get into? Good to control? Instant fun or immediate turn-off?

99 LASTABILITY
● Play for moments or millenia? Months of endless fun, or completed in half an hour?

99 FORCE
● The whole story! For the full lowdown, check out the Force marks above

COOL SPOT
58 Virgin Games have a knack for producing great platform games and this is no exception. The Cool Spot's animation is stunning!





KRUSTYS FUN HOUSE
62 Rats and puzzles await in this ace platform game.

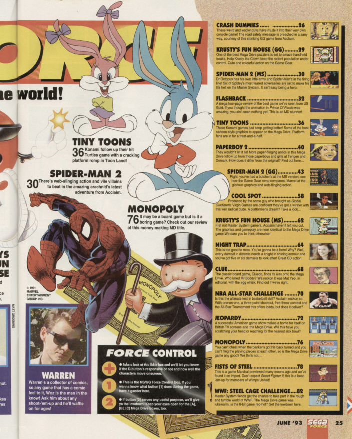
ADE
If you wanna know whether a platform game hits the mark, Ade's the man to ask. He also likes puzzlers and arcade adventures. He's not a great fan of RPGs.



MAT
Mat's a film buff, so if it's a good film tie-in you're after, look out for Mat's comments. He enjoys a good beat-'em-up and is an expert shoot-'em-up freak.



PAUL
Our man Paul's a sporting nut. Football games are his favourite. He's a West Bromwich Albion fan! He likes racing games, too and adores a good hack-'em-up!



TINY TOONS

36 Konami follow up their hit Turtles game with a cracking platform romp in Toon Land!

SPIDER-MAN 2

30 There's web-slinging action and vile villains to beat in the amazing arachnid's latest adventure from Acclaim.

MONOPOLY

76 It may be a board game but is it a boring game? Check out our review of this money-making MD title.

WARREN

Warren's a collector of comics, so any game that has a comic feel to it, Woz is the man in the know! Ask him about any shoot-'em-up and he'll waffle on for ages!

FORCE CONTROL

- \+ Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.
- 1 This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.
- 2 If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.



Steer the crash test car through the obstacle course for points.

Reviewed!

Mat and Paul, The Metro Boyz, have had more crashes than The Fall Guy and The A-Team put together! Insurance companies hate 'em, garages love 'em. Crash dummies or what?!

Spin and Slick are two hip 'n' happening Crash Dummies for hire. When a job is too dangerous for even Colt Seavers, the Dummies step in. They're happy to crash and smash because their bodies simply pop apart and are easily reassembled.

Slick and Spin have been working really hard lately and fancy a holiday but haven't got enough dosh to jet away to a sun-kissed isle. They decide to undertake a week's worth of hazardous jobs. If successfully completed, they'll earn them enough moola to nip onto a plane to Barbados!

The first job is stunt work for a movie. It involves leaping from the top of a burning building and crashing onto a target at the bottom. To get paid, you have to make the stunt as spectacular as possible by crashing through and bouncing on canopies and swinging from flagpoles.

Make it as interesting as possible but don't hang about 'cos there's a time limit and remember to avoid hazards such as flaming window boxes and pesky birds. If the director likes what he sees, it's onto the next job, if not, you lose one of five lives and have to repeat the stunt till he's satisfied.

It's in the bag!

Your next job's the typical dummy stunt — crash a car! It has an air bag safety system but the bag deflates as the car's driven around the course, so stay on the look-out for air canisters.

As you drive around the track, avoid crashing into barriers and other obstacles or you lose monentum. The car can take a certain amount of damage, but too much and you'll be pushing it home!

Thankfully, there are a few wrenches dotted around the track, which reduce damage when driven over. The boss has also left wads of cash on the track and attached a few air canisters to balloons, so aim for ramps to get you airborne.

At the end of the track, crash the car into the wall to test the air bag. If it has too little air, the test is a failure and you have to repeat it, minus one life. Succeed and it's pay time — and another money-making scheme.

Ice and fire

Day three sees you on the piste (high-grade oil!), testing out a new ski slope before tourists risk life and limb! The boss wants to know if the slalom flags are planted firmly in the ground so you've got to hit as many as possible on the way down (a minimum of 15). Loads of obstructions litter the slope and you get extra dosh if you plough through these as well!

The best way to tackle this job is to keep switching direction from left to right, and if you're really clever, you can hotdog down the course. Just make sure you avoid trees and rocks at the sides of the course and hit the all-important flags. Get down in one piece, collect your wad and head for the ammunition factory!

For the fourth job you're on the production line of a bomb-making plant. The computer has gone ape-spit and ignites some of the bombs as they come down the conveyor belts, toward the packing crates! To make matters worse, the computer's mashed up Crash Dummies and is sending them down, too.

Dummies in space

To get paid for this job, pack 40 bombs and smash up most of the Crash Dummies parts. To douse bombs' fuses, simply blow on them; to break Dummy parts, use a big hammer! Get these mixed up and you'll kiss Dummies while whacking bombs with a hammer (not a good idea!).

When a lit bomb reaches a crate, it blows up and stops that conveyor belt. The other two then move at lightning speed so it's a good idea to blow out all of the bombs, smartish.

Your fifth and final job sees you piloting missiles around a space-age landscape. This section's reminiscent of the old computer classic, *Thrust*, as you battle with gravity while you pilot the missile through narrow chasms and over steep mountains. When you see the crash site, plummet into it to earn the ackers. Landing on the rocks doesn't earn you a thing!

When all five tasks are completed, you go back to the first, except it's more difficult and has extra hazards. You carry on playing until you've earned enough money to go on your Caribbean holiday — so get crashing!



Ade smiles... 'SLICK AND WELL PRESENTED'

Never heard of the Crash Dummies, Mr Wooding? Where have you been?! Only someone in the wacky world of consoles could dream up transforming lifeless geezers from road safety commercials into stars of a handheld game. And do you know something, it works really well! In fact, I'm about to utter a phrase you won't often hear fall from my lips — this is quite original!

I like my games on the surreal side and *Crash Dummies* certainly *is* a weird outing. The first round of games aren't particularly challenging but go through them again and you find a whole host of new obstacles.

The Incredible Crash Dummies beautifully captures the tone of the cartoon and the toy figures around at the moment. It's the most humorous GG game I've played in a long time.

All in all, it's slick and well presented. My only niggle is the ammunition factory, where control's a tad unresponsive, leading to frustration. A fun game and enormously playable.

ADE 80%

The space shuttle level is the toughest. Blast off and guide the spaceship through a lunar landscape. Dodge rocks and missiles to make it to the landing pad.

The skiing course is littered with dangers such as trees and rocks.

Blow out the fuses on the bombs in the munitions factory.

Complete each level and collect loads of lovely money!

Choose your start point when leaping from the burning tower.

Collect air bags and smash into the wall at the end of the level.

Watch out for oil slicks on the road or you skid all over the place.

Steer clear of snowmen and trees but remember to hit flags for points.

Paul purrs... 'GREAT GAME'

Great, a fun game for the GG! I hadn't heard of the Crash Dummies before so I didn't know what to expect. To say I was chuffed with this cart is a big understatement! The mixture of five mini-games works exceptionally well and keeps boredom levels low. Each section's very entertaining, although the ammunition factory's a tad tedious the third time around!

The graphics and sound are brilliant and well up to the standard that we expect from the GG. None of the games give you eyestrain; all sprites are clearly visible.

My only complaint with *The Incredible Crash Dummies* is it gets slightly samey as you complete each week then start all over again with the same, slightly harder jobs.

Crash Dummies should please anyone who likes lighthearted games. A great GG game!

PAUL 82%

Slick and Spin are the two wacky Crash Dummies. They teach kids about road safety while being blown apart themselves! Don't you be a dummy, buckle your safety belt!

There are two types of canopy to hit on the burning building. The red ones break first time but bounce on striped ones to earn bonus points. Hit the target at the end.

70 PRESENTATION
- One/two-player option. Nice title screen graphics and level intros

85 VISUALS
- Great graphics on all of the levels. Smooth animation throughout

79 SONICS
- Usual GG title tune. In-game sound FX and tunes are good

84 PLAYABILITY
- Well thought-out controls for all sections. Easy to pick up

75 LASTABILITY
- Complete all the jobs and it's more of the same. Some parts get tedious

81 FORCE
- Good GG debut for the Crash Dummies. Keep it up, lads!

- PRODUCER: ACCLAIM
- GG: MAY
- PLAYERS: 1 • PRICE: £27.99

Win! Win!



Don't be a wally, win your very own Crash Dummy, cars and figures in this mega-competition courtesy of Acclaim and SEGA FORCE.

The Incredible Crash Dummies have bust a gut teaching us the rights and wrongs of car travel. Now their own safety's at stake 'cos Junkman and his evil Junkbots are out to get 'em.

The Dummies are ready for action in their new Pro-Tek suits. They're stronger, safer and brightly coloured to help the guys find their parts before old Junky does!

The Crash Dummies have asked SEGA FORCE to preach the road safety message by offering *them* and their cars as prizes in a stunning competition!

Crash! Bang! Wallop!

You won't believe the booty we've grabbed! One lucky bod will win a Crash Dummy standee. Position him by your bedroom window and kid the neighbours into thinking there's a Peeping Tom on the loose!

We've got Crash Dummies vehicles, Crash Cabs, to give away to the first peeps out of the hat. Each includes two Crash Dummies figures and there are runners-up prizes of a Crash Dummy figure each. Cool or what?

To enter, answer the three body-blowing questions and complete the tie-breaker on the form provided. Cut it out and send the lot to: CLUNK-CLICK EVERY TRIP COMPO, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The closing date is 3 June, 1993. We're convinced this competition is a major contribution to road safety.

CRASH TASTIC!

YO! DUMMIES! ANSWER THE QUESTIONS HERE!

Put a circle around the correct answers

1. Which one of these blokes is a Crash Dummy?
a. Slick **b.** Spank **c.** Swivel

2. Which of the following is a Crash Dummy motto?
a. Don't pick scabs **b.** Buckle your safety belt **c.** Eat all your greens

3. Which of the following vehicles are we giving away?
a. A number 42 bus **b.** A Skoda **c.** Crash Cabs

Answer this tie-breaker in no more than 20 words:
'I reckon I'm a SEGA FORCE dummy because...'

....

....

My name is:..

My address is:..

..............................**Postcode**..................................

☐ **Tick here if you don't want mail from other companies**

WIN A CRASH CAB AND TWO DUMMIES!

Stunts! This ain't no ordinary car, y'know — the Crash Cab smashes up on impact! The windscreen blows away, both front wheels pop off and the roof shears off! And that's not all: there's a passenger ejector seat, a protective air bag and working seat belts to keep both Crash Dummies firmly in their seats. The Crash Cab snaps back together, ready to smash again!



KRUSTY'S FUN HOUSE

There's trouble afoot in Krusty's Fun House. Almost as soon as he opens his latest amusement park, it's infested by rascally rodents!

Krusty the Clown opened a new Fun House in Springfield, home of The Simpsons — but hadn't counted on the local rat population. Within days, they scurried into every nook and cranny and made the Fun House their new home.

Poor old Krusty's distraught! He's losing money, sleep and most of his green hair! He's gonna have to get rid of the rats, pronto, or close the Fun House down.

Your job is to guide Krusty the Clown through 50-plus rooms and trap the rats in specially-constructed devices. Unfortunately, Krusty isn't as young as he used to be. Jumping around the rooms is easy enough but fall too far and he loses energy. Wandering aliens, snakes and other nasties also sap Krusty's strength.

Luckily, help is on hand in each room from Bart Simpson and his family. They operate the traps so lure the rats in and watch Bart and co grin at the sight of scorched rodents (apologies to all animal lovers!).

Krusty can pick up various objects such as blocks, custard pies and steel balls to help him in his task. Use the block to create stairs or block off passages.

The puzzles get tougher and the rats get dafter. There's a password system if you're stuck and extra lives can be collected along the way.

Krusty's certainly got his hands full!

Warren gasps... *'IT'S AMAZING'*

'Hey, Mega Drive *Krusty's* is on telly. Here, on the Game Gear and TV tuner... Wait a minute, we haven't got a TV tuner!' Yes folks, all you need to do is plug Acclaim/Flying Edge's latest GG cart in the back of your handheld and it becomes a 16-bit machine. It's quite amazing.

The backgrounds and platforms have the bright colours and functional details of the original. Krusty, Bart, Homer the snakes etc look and move as they do on the TV programme. The circus-style music can grate but there's a smattering of digitised speech; a pity it's distorted through the Game Gear's little speakers.

Krusty's Fun House has to be played to be appreciated. Tackle a room or two and you'll probably have the same opinion as you do now, having just read the review: it's a bit dull and simplistic. But hang in there a few minutes longer and you'll be hooked.

The combination of platform action — hopping around and shooting snakes — and puzzle elements — working out which blocks, tubes and fans should go where — is unique and shouldn't be missed.

If you only buy one Game Gear cart in the next couple of months, make sure it's *Krusty's Fun House.*

WARREN 89%

Mat grins... *'A CLASSIC PUZZLE GAME'*

Fox Williams deserve a pat on the back for *Krusty's Fun House.* Every single version that's appeared has been a massive success and the MS and GG versions are no exception.

And so it should be. The basic platform/puzzle idea behind *Krusty's* is dead easy to get to grips with, though later levels get progressively tougher.

The fact there's virtually no difference between the GG version and the original MD game shows just what a good job the Fox Williams team have done. All the levels are still there and the obstacles are just as brain-teasing to overcome.

Every level's decorated in bright cartoony colour and sprites, such as The Simpsons, are instantly recognisable from the cartoon series.

Krusty responds well to joypad movements and is capable of a variety of actions such as leaping, chucking custard pies and picking up handy blocks. Music and sound FX are top notch and there's even some cool sampled speech thrown in for good measure.

Krusty's Fun House goes from strength to strength. The GG version proves to be every bit as good as the MD game.

MAT 90%

Above: Guide Krusty the Clown through his rat-infested Fun House and get rid of the rodents, once and for all.

Below: Complete a level and receive a password. A finished level opens the door to the next section.

SF Rating

80 PRESENTATION
● Password system enables you to return to later levels, extra lives can be collected

91 VISUALS
● Every bit as good as the MD version. Sprites are colourful and cartoony

76 SONICS
● Bouncy Krusty theme tune, sound FX suit the game, sampled speech is good

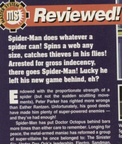
88 PLAYABILITY
● Easy to get to grips with, first few levels are easy but get progressively tougher

92 LASTABILITY
● Even with passwords and extra lives, this takes ages to complete

89 FORCE
● A superior game that combines tricky puzzles with fast platform action

● PRODUCER: FLYING EDGE
● GG: TBA
● PLAYERS: 1 ● PRICE: £29.99

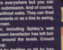
Spider-Man does whatever a spider can! Spins a web any size, catches thieves in his flies! Arrested for gross indecency, there goes Spider-Man! Lucky he left his new game behind, eh?



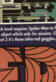
Spider-Man's deep in the heart of Mysterio's high-tech underground complex. Don't be fooled by the innocent-looking butterfly: should Spidey pass in front of the fluttering insect, it transform into a fast, deadly missile! Mysterio's complex is full of deceptive things like that — he is known as the master of illusion, after all!



What a hero! At the first sign of a gun, Spidey shins up a lamp-post! To be fair, this *is* the sixth and final level.



Spider-Man's picked the right crate to pause on: that small metallic device on the other is a land mine.



Each level requires Spider-Man to find an object which aids his mission. On Level 3 it's these infra-red goggles.



SPIDER-MAN
Return Of The Sinister Six

Endowed with the proportionate strength of a spider (but not the sudden scuttling movements), Peter Parker has righted more wrongs than Esther Rantzen. Unfortunately, his good deeds have made him plenty of super-powered enemies — and they've had enough!

Spider-Man has put Doctor Octopus behind bars more times than either care to remember. Longing for peace, the metal-armed maniac has reformed a group of super-villains he once belonged to: The Sinister Six. Under Doc Ock's leadership, Electro, Sandman, Mysterio, The Vulture and The Hobgoblin are out for Spidey's blood. They wanna flush him away!

Using his links as photographer for *The Daily Bugle* and a little detective work, Parker has discovered The Sinister Six are back. Slipping on his slinky Spider-Man costume (pausing momentarily to fondle his inner thighs), he takes to the streets of New York. That's where you take over.

A web-'em-up!

Doc Ock's henchmen are everywhere but you can punch and kick them into submission. And of course, you'd hardly be a spider without webs. They can fired as a web-ball to stun opponents or as a line to swing, Tarzan-like, across the screen.

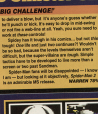
Nothing lasts forever, including Spidey's web fluid. Luckily, some unknown benefactor has left bottles of fluid (ahem!) all around the levels. Crouch down and you're topped up.

Likewise, being biffed by baddies or hit by hazards reduces energy. Lose it all and it's Game Over — you only get one life (realism, don't ya just hate it?). But putting henchmen and especially super-villains out of action restores some power, delaying an early grave.

The second part of each level takes place in a super-villain's lair and requires a little thought. An object or two has to be found and used otherwise progress is blocked.

There's more to spiders than cocooned house flies, rolled-up newspapers and detachable limbs. Play this and find out for yourself! SF

Warren booms... *'A BIG CHALLENGE!'*



My first reaction on spotting a spider is to squeal 'Aagh! Eek!' and bludgeon the unfortunate creature to death with the nearest hefty object (often Mat or Paz). But when I see Spider-Man, I think, 'Hey! What a dude'.

I've yet to play a *really* good Spider-Man game, one that makes full use of the character. But for the time being, *Return Of The Sinister Six* is more than enough to keep me happy. Although bland in both the graphics and sonics departments, there's lots of gameplay and a *BIG* challenge.

The webhead's a tricky fella to control. It's easy to deliver a blow, but it's anyone's guess whether he'll punch or kick. It's easy to drop in mid-swing or not fire a web-line at all. Yeah, you sure need to work at *these* controls!

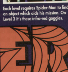
Spidey has it tough in his comics... but not *this* tough! *One* life and just *two* continues?! Wouldn't be so bad, because the levels themselves aren't difficult, but the super-villains are *tough*. Simple tactics have to be developed to live more than a screen or two past Sandman.

Spider-Man fans will be disappointed — I know I am — but looking at it objectively, *Spider-Man 2* is an admirable MS release. ***WARREN 78%***



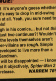

ELECTRO

Once a simple electrician, Electro had an accident atop a pylon and turned to crime. He's charging himself with electricity when Spidey meets him in this game.

SANDMAN

Sandman once took a snooze on a beach... but it was contaminated by a nearby nuclear power station and his body became living sand! Level 2's tough boss.




MYSTERIO

Once a special effects technician, the film studio fired him and now *Mysterio* uses his clever techniques for evil. His base is a real maze, full of hidden danger.



This is it! The last part of Level 6 and the confrontation with the man behind Spider-Man's hassles, Doctor Octopus.

Spidey doesn't need his amazing arachnid-like ability to cling to walls in Level 2, there are plenty of ladders.

The wood leading to The Hobgoblin's cave is a dark, dangerous place. Bats swoop past and lumberjacks attack.

Paul chirps... *'GREAT MS GAME!'*

Compared to other MS platform games, *Spider-Man 2* is in a league of its own! The graphics are far superior to any MS game of its type and although the sound is average, gameplay's totally fantastic and makes *Return* Of The Sinister Six a sure-fire winner!

When you start to play, you notice the silky-smooth animation of the web-spinning wonder as he swings and jumps across the beautifully-drawn New York skyline. All the locations are plastered with colour and have a real comic-book feel.

The controls are very responsive, though the bog-standard MS joypad can let you down at vital moments — especially when you need to make a diagonal manoeuvre!

But all in all, this is a great MS release. It looks good and plays like a charm, while giving the gamer a really tough challenge for his £30. It just has the edge over the GG version and is an essential purchase for any MS owner who enjoys this kind of game. ***PAUL 86%***

Above: The webhead's in a spot of bother with Sandman at the end of the second level. This gritty villain's one of the toughest in the whole game.

PARKER'S PICK-UPS
The first two levels

KEY: Once Peter Parker (aka Spidey) has made it through the streets to Electro's lair, he has to find and use this key to access sparky's inner sanctum.

TNT: This stuff is dynamite! To reach Sandman in Level 2, this bumper box of fire crackers must be searched out. Dunno where Spidey carries it, though!

DETONATOR: Oddly enough, when Spider-Man finds the exit to Sandman's home, a detonator's already in position! Drop the TNT and touch this.

SF RATING

68 PRESENTATION
● A stingy single life and mere two continues. Nice cartoon pics between levels, though

72 VISUALS
● Small sprites but backgrounds are moody, animation's reasonable, scrolling's good

57 SONICS
● The MS warbles and drones form passable tunes. Thwack, hiss and beep effects

77 PLAYABILITY
● Tricky controls and single life are off-putting but the urge to find super-villains is great.

83 LASTABILITY
● Tough villains and two continues mean some may quit but there's lasting challenge

82 FORCE
● Unimpressive as a Spider-Man game but challenging and playable in its own right

● PRODUCER: FLYING EDGE
● MS: TBA
● PLAYERS: 1 ● PRICE: £29.99

THE VULTURE
He's old but not feeble! To counter the effects of aging, The Vulture wears a strength-enhancing suit, which also gives him flight. He's a difficult swine to pin down.

THE HOBGOBLIN
The Hobgoblin even steals from other villains! He stole the Green Goblin's strength-enhancing formula and gadgets and uses them in Level 5, deep in the woods.

DOCTOR OCTOPUS
A brilliant scientist, he used telescopic metal arms to handle dangerous chemicals... but an accident fused them to his body and drove him insane! The final boss.

SEGA FORCE SMASH

Reviewed!

The greatest MD game ever? It's certainly one of the most eagerly-awaited games of '93, but does it live up to its billing? Grab a coffee and a biscuit and prepare for the best review of Flashback you're gonna read. Set course for Titan!

When an innocent science project goes wrong Conrad Hart finds himself plunged into a nightmare adventure. Having built a device to measure molecular density the young scientist discovers that a race of aliens has infiltrated human society and is plotting its destruction. Only he knows the truth and sets out to stop their nefarious plan!

FLASH

People who know too much are a liability — especially if their knowledge is of a highly sensitive nature, such as an alien plot to take over the world! Conrad B Hart knew just that. He accidently discovered that high-ranking officials on Earth were alien beings, plotting to invade the planet and colonise it for their own people.

Conrad had been working on his end-of-term thesis for the Galaxis Bureau of Investigation. If he passed the final exams, he'd be a fully-fledged field agent. Conrad invented an instrument to measure the molecular density of living beings and recorded his results. To get a wide sample, he used a variety of subjects.

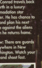
It was then that he noticed an unnerving pattern. All the heads of state and top officials had super-dense molecular structures — they couldn't be human! Further tests revealed them to be beings from a superior race (gasp, shock, horror!) and before Conrad had time to contemplate the full implications of his discovery, he was hunted down by the alien invaders.

Invading the invaders!

Conrad had just enough time to record his memory and send it to his field agent in New Washington before he was taken to the aliens' home planet, which

Left: If Conrad manages to win the death tower contest he's rewarded with a unique prize: a ticket to Earth.





Left: Conrad travels back to Earth in a luxury accomodation star cruiser. He has chance to rest and plan his next move against the aliens when he returns home.

Below: There are guards everywhere in New Washington. Watch your step and shoot fast.

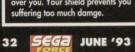
FLASHBACK FOES, FIND 'EM AND FIRE

FLOATING MINE
These little beauties are really nasty! Don't even try to leap over them. Instead use your gun to blast 'em.

DEATH TOWER GUARD
There are quite a few of these in the violent gameshow. They take three hits each so fire fast.

JUNGLE ALIEN
They try to prevent you leaving the jungle in one piece. Throw a stone to distract 'em then fire.

FLOATING GUARD
These guys use jet packs to hover over you. Your shield prevents you suffering too much damage.





Paul beams... *'THE BEST MD GAME EVER!'*

Flashback is the best game I've ever seen on the MD. If you don't buy it, you're mad! Why, you ask? First of all, it boasts the greatest graphics to appear on any console, ever! Secondly, the animation's so smooth it looks like a film! And thirdly, Conrad is such a cool dude it'd be a crying shame not to help him get his memory back and save the Earth from those nasty doppleganger aliens!

But no matter how much I rave on about *Flashback*, words just can't do it justice. It really has to be played to appreciate all the qualities that come together to make it a great game. Take a butcher's at the screenshots to get an idea of what I mean.

Flashback is hopefully the start of a new generation of games. It's 20 times more involved than *Out Of This World* yet it's easy to get into. It's living proof that the MD can survive on cartridge games alone and doesn't need a CD player to produce stunning graphics and sound.

Flashback is brilliant and a definite buy for anyone who's after a great game to last them through the summer months.

Keep up the good work, US Gold, you're doing Birmingham proud!

PAUL 95%

Conrad's advetures take him to some strange locations. He finds many puzzles and enemies to tackle.

There are various energy points to be found in each level of the game. Use them to recharge your shield, power-up your gun and other items that you're carrying.

Use the subway map in New Washington to chart your progress through the city. The jobs that you're given take you to various parts of the town. Each section has something useful in it that you need at some point.

Mat yells... *'SUPERB'*

If you thought *Another World* was a stunning game, prepare to be blown away! *Flashback* is like nothing you've ever played. Everyone might be raving about the Mega-CD but this takes the MD to its technical limits and beyond. *Flashback* isn't even a 16 Meg cartridge — the programmers have squeezed loads of data into 12 and the result is amazing!

The main point is that the graphics are easily some of the best seen on the MD. Delphine have taken the character animation from *Another World* and improved it beyond all belief. Conrad B Hart crouches, leaps, draws his gun and runs with stunning realism.

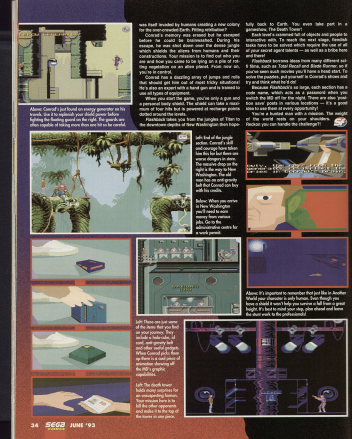
As there's little or no movement in the background, the programmers have put a lot of work into the sprites. Play *Flashback* and for the first few minutes you just sit there stunned by what you're looking at. It's that impressive!

Gameplay is good and the puzzles get tougher to solve. The password system ensures you won't get frustrated — you can return to the place you reached when you die.

Sound also deserves a special mention. The music's suitably atmospheric and FX really push the MD to the limit.

This is without a shadow of a doubt one of the greatest games ever created for *any* games system. Buy it!

MAT 94%



Above: Conrad's just found an energy generator on his travels. Use it to replenish your shield power before fighting the floating guard on the right. The guards are often capable of taking more than one hit so be careful.

was itself invaded by humans creating a new colony for the over-crowded Earth. Fitting retribution?

Conrad's memory was erased but he escaped before he could be brainwashed. During his escape, he was shot down over the dense jungle which shields the aliens from humans and their constructions. Your mission is to find out who you are and how you came to be lying on a pile of rotting vegetation on an alien planet. From now on, you're in control.

Conrad has a dazzling array of jumps and rolls that should get him out of most tricky situations! He's also an expert with a hand gun and is trained to use all types of equipment.

When you start the game, you've only a gun and a personal body shield. The shield can take a maximum of four hits but is powered at recharge points dotted around the levels.

Flashback takes you from the jungles of Titan to the downtown depths of New Washington then hopefully back to Earth. You even take part in a gameshow, The Death Tower!

Each level's crammed full of objects and people to interactive with. To reach the next stage, fiendish tasks have to be solved which require the use of all of your secret agent talents — as well as a bribe here and there!

Flashback borrows ideas from many different sci-fi films, such as *Total Recall* and *Blade Runner*, so if you've seen such movies you'll have a head start. To solve the puzzles, put yourself in Conrad's shoes and try and think what he'd do!

Because *Flashback*'s so large, each section has a code name, which acts as a password when you switch the MD off for the night. There are also 'position save' posts in various locations — it's a good idea to use them at every opportunity!

You're a hunted man with a mission. The weight of the world rests on your shoulders. Reckon you can handle the challenge?!

Left: End of the jungle section. Conrad's skill and courage have taken him this far but there are worse dangers in store. The massive drop on the right is the way to New Washington. The old man has an anti-gravity belt that Conrad can buy with his credits.

Below: When you arrive in New Washington you'll need to earn money from various jobs. Go to the administrative centre for a work permit.

Above: It's important to remember that just like in Another World your character is only human. Even though you have a shield it won't help you survive a fall from a great height. It's best to mind your step, plan ahead and leave the stunt work to the professionals!

Left: These are just some of the items that you find on your journey. They include a holo-cube, id card, anti-gravity belt and other useful gadgets. When Conrad picks them up there is a cool piece of animation showing off the MD's graphic capabilities.

Left: The death tower holds many surprises for an unsuspecting human. Your mission here is to kill the other opponents and make it to the top of the tower in one piece.



The opening sequence in Flashback is truly stunning. Watch as Conrad B Hart makes his escape.

He leaps onto a handy jet cycle and quickly figures out how to fly it.

Swinging the bike around, Conrad makes for the hangar bay doors with guards in hot pursuit.

Left: the final level's the most difficult section. Conrad's made his way to the aliens' home planet and faces the creatures on their own soil. Unfortunately the aliens are sophisticated shape-changers who can disappear at will. Blast them fast or your mission's at an end.

Below: The anti-gravity belt gives you a smooth ride into the city of New Washington.

Left: Most puzzles take some thinking to work out. For instance there's a gap here that can't be jumped. The device on the right holds the answer. It generates an energy bridge for you to walk over to safety on.

Below: When playing Flashback it's a good idea to map your progress as you go. In the death tower you go round in circles until you find certain hidden switches.

Ade squeals... *'A CONTENDER FOR GAME OF THE YEAR'*

We've got some classy products this ish and *Flashback* is the crème de la crème. When we first plugged in the cart, you should've seen the crowd that flocked around to watch the intro sequence!

Even though this is produced by the same guys who dreamt up *Another World*, *Flashback* is NOT a follow-up. What it *is* is the next step up the ladder and an amazing improvement. The graphics, animation etc run together a lot smoother.

The main guy's movements are *so* realistic. Expect *Prince Of Persia*-style FX, only ten times better! The backdrops are spot on; wonderfully atmospheric. Cut-scenes add to the cinematic feel.

Many of the puzzles are fairly complex and require a lot of brainpower but solving them is incredibly rewarding. The only problem I foresee with *Flashback* is, once completed, you may not hurry back to play it again. That's my only quibble.

Flashback is brilliant! Definitely a contender for Game of the Year. US Gold's best product to date.

ADE 93%

SF Rating

90 PRESENTATION
- Cinematic intro sequence. Password option and difficulty setting

95 VISUALS
- The best animation we've ever seen on a console. Intro screens are beautifully done

87 SONICS
- Good title tune and in-game music. Great atmospheric sound FX

90 PLAYABILITY
- Flashback's easy to pick up and hard to put down

93 LASTABILITY
- This can't be done in a day!

93 FORCE
- The start of a new era in MD gaming. A stunning release and a great game, to boot!

- **PRODUCER: US GOLD/DELPHINE**
- **MD: MAY**
- **PLAYERS: 1 • PRICE: £39.99**



Help Buster Bunny in his quest to find the lost treasure map. The evil Montana Max has stolen it and intends to keep the treasure to himself. Travel through 33 action-packed cartoon levels.

TINY TOON A

They're wacky, they're loopy, they're altogether poopy...! Hmm, p'rhaps we should watch the TV series more. If anything can encourage us to 'toon in' to a cartoon, it's this game!

The exit to each level's found when you reach Gogo Dodo. The handy little character warps you onto the next section. Be warned! Sometimes there's more than one way out of a level. Look for secret passages...

Konami have done it again! After the huge success of *TMNT: The Hyperstone Heist* (last issue, 81%), they're about to release another brilliant game. *Tiny Toon Adventures* sets the screen ablaze with cartoon graphics, wonderful sound and excellent platform gameplay.

The story starts at the ACME Looniversity where Buster Bunny and his friends were spring cleaning. While dusting out a dark attic, Buster stumbled across an old piece of paper. His curiosity got the better of him and he unrolled the parchment. To his surprise, he found it was a treasure map.

As he glanced at the directions to take, the map was snatched by the nefarious Montana Max. Max decided he would take all of the treasure for himself and scurried off to find it. As he found the map, Buster Bunny thought he should get the lost treasure, and set off in hot pursuit of Max.

Meanwhile, Max has persuaded the loopy Dr Gene Splicer to help him. The scientist has created mind control helmets and used them to take possession of Plucky Duck, Calamity Coyote and Hamton. They're now his willing slaves and out to stop Buster.

Max has also contacted Elmyra and got her to kidnap Babs Bunny, Fifi and Shirley the Loon.

But Buster Bunny has his own friends to help him out in this wacky adventure! He's enlisted Gogo Dodo, Sneezer, Concord Condor and little Beeper.

Happy hopping!

There are 33 challenging levels to be found in *Tiny Toons*. Some routes through the game are obvious but there are secret sections to find.

Buster hops happily along but can pour on the speed when he needs to. He can jump duck, crawl under small

NAME THAT TOON

DIZZY DEVIL
Found at the end of Level 1. He uses a nasty spinning attack to knock poor old Buster Bunny for six.

CALAMITY COYOTE
He may only be a toddler but this wolf's one crafty fella! Watch out for the bombs he throws.

PLUCKY DUCK 1
This guy's quackers! You first meet him in the underground caves where he attacks with a pick axe.

HAMTON
The porky pig uses a powerful vacuum cleaner to suck poor Buster Bunny to an untimely death.

PLUCKY DUCK 2
It's Super Plucky Duck! Later on in the caves this hapless mallard flies out of the walls towards you.

GOGO DODO
A friendly face at last. Gogo's your ticket off every level. Find him and warp safely to the next section.

Paul yells... *'FAB PLATFORM ACTION!'*

What's up, doc? Absolutely nothing, mate! I can't find fault with this fantastic platform puzzler, save for the fact it's too bloody addictive. I've been on it for days (the MD, you filthy-minded people!) and I've only found 20 of *Tiny Toon Adventures*' 33 levels.

The graphics are really cartoony and full of comic touches that bring a welcome smile to your face as you leap for platforms and jump over gaping chasms.

The sound's good as well, with a bright and bouncy soundtrack and funny, jingly sound FX!

All in all, it looks good and sounds ace. And don't think gameplay is anything less than brilliant — it's platform action at it's very best and damn tough, too! But stick at it 'cos the ending's a really good one.

***Tiny Toons* is one of the best games to grace the MD. If you're a platform freak, it's an essential buy, otherwise chance your arm anyway — you won't regret it!**

PAUL 91%



ADVENTURES

Below: Beware of pools of lava in the underground caves. One touch and you're dead. Use the handy grey blocks to stand on. Lava jets propel them skyward to higher levels.

Left: One wrong step and it's all over. Use the giant wooden wheels to avoid a watery grave. The spiked balls launched at you are lethal so be careful. If you land in the water you won't die but there's a strong current that can carry you to your doom. It's sink or swim.

Above: Buster's nearly there! The old deserted factory is Montana Max's secret hideout.

Above: In some levels special 'Toon warps' take you to Wacky Land. This special bonus level's useful for building up supplies of lives, energy and carrots.

Mat whoops... 'ADDICTIVE!'

It looks like Konami are on a roll with their MD games (...a piece of lettuce and a dollop of mayonnaise! —Sub Ed). *TMNT* was a great first game from the software supremos and *Tiny Toon Adventures* continues the trend.

Of course, platform games are a dime a dozen on the MD so new ones have to be something special. Fortunately, *Tiny Toons* has it all — and then some.

The programmers have taken the best elements of *Sonic*, added a splash of *Super Mario World* and come up with an absolute corker of a platformer.

Although not as fast as *Sonic*, Buster Bunny can clock up some serious speed when he wants to! There are also springs to bounce off and boulders to move in order to reach higher platforms.

Talking of platforms, *Tiny Toon Adventures* has loads of 'em! There are collapsing platforms, moving platforms, invisible platforms... you name it, this has got it!

It gets progressively harder — the extra lives, continues and passwords all come in very handy later on. The high challenge means you won't finish this quickly and even if you do, there are always other hidden levels to find.

As with *Tiny Toons* on other systems, sprites are cute and cartoony (yuk!) and backgrounds are painted in primary colours. The theme tune's straight from the cartoons and sound FX are just amazing.

There's something here for all MD owners. Let's keep our fingers crossed that future releases are even more stunning!

MAT 92%

passages, push objects and bounce on bad guys.

Race through each section collecting carrots, extra lives, energy and stomping enemies. The exit is provided by Gogo Dodo. Find him and warp out of the level. Be warned — there's more than one Gogo Dodo to find on certain levels. There are also secret Toon warps to transport you to Wackyland where vital bonuses are waiting to be collected!

Every few levels, Buster comes across one of his Toon friends, who's being mind-controlled by Gene Splicer. Defeat the mad scientist and save your mate to proceed.

You start with two lives and collect more on the way. There's a password system so you can return to where you left off but the continue option cuts out halfway through the game!

Get ready for the wacky cartoon action of *Tiny Toon Adventures*!

Ade guffaws... *'THE SPRITE ANIMATION IS FANTASTIC!'*

Konami may not be a major player in the Sega market at the moment, but they're undoubtedly showing the world how games *should* be done. *Tiny Toons* is an absolute delight! If, like me, you're a fan of platform games, you've probably been waiting ages for a decent romp to show its face. Well, here it is!

The cartoony feel has been captured superbly. The graphics and sound are excellent, the sprite animation fantastic. Watch Buster carry out a whole host of moves and tasks, many of them extremely humorous.

The difficulty setting's just right and the whole affair oozes playability. At last, a cutesy platform game that's been beautifully produced! It looks stunning, has loads of levels and proves a challenge compared to many in the genre. All these elements make for a good game and *Tiny Toon Adventures* is most *definitely* a good game.

Well done, Konami, you've given MD platform addicts something to be proud of!

ADE 91%

The pirate ship is packed with tricky obstacles, including mad knights, fearsome phantoms and barmy bats. Tricky stuff!

ANIMATED EXTRAS

CARROT
Pick up a hundred of these vegetables and you're blessed with an extra life. They also give loads of points.

HEART
Restores lost energy by one unit. There are often a few of these hidden in each level but some are hard to find.

EXTRA LIFE
A useful item to collect, if you can find it. Extra lives are few and far between but there's at least one in each section.

EXTRA HELPER
When you're stuck in a tight spot your friends can appear to get rid of all enemies. You have limited icons.

JEWEL
Grants temporary invincibility to your bunny. Only lasts for a short time but useful for getting rid of bad guys.

SPRING
As in *Sonic*, these devices propel Buster through the air to reach higher platforms. They're often hidden.

SIDE SPRING
Very handy! Buster pushes against these and lets go to send himself whizzing across a level.

TOON WARP
Find this rainbow-coloured object and you're transported to Wacky Land for loads of fun and games!

The icy arctic zone is lethal. There are killer snow dogs to dodge, mechanical crushers to leap, crazy snowmen to splat and even jet-powered grannies!

The final challenge! Montana Max has arrived in robotic body armour to squash poor Buster. Defeat him and you've completed the game.

Level 1's set on the island's grassy plains. These are fairly straightforward but obstacles such as rats, birds and spikes stand in your way.



Right: Dr Gene Splicer appears at the end of every few levels to stop you. He's taken control of your Tiny Toon friends and is using a mind control device to make them attack you.

Above: Don't hang around too long. The lava pool makes little flame creatures to attack you.

Above: Buster Bunny's one impatient rabbit. Leave him alone for a few seconds and he taps his little paw.

Above: You've found the lost treasure but Montana Max has found you! Get ready for a tough scrap.

Above: Look out for crumbling floors and walls in the deserted pirate ship. PS You're standing on one, Buster!

Above: Ride 'em, cowboy! Buster avoids lava, flame creatures and boulders in the deadly underground caves. This section of the game seems to go on for ages and there are two bosses to beat.

The underground caves are not the sort of place that a young Toon wants to find himself stuck in. There are all sorts of nasty traps that an inquisitive bunny could get himself stuck in as Buster is about to find out! The ball and chain are one of the easier obstacles to avoid. Wait for it to swing toward you then leap over it and through the chain to safety. The carrots on the right don't give energy but collect a hundred and Buster gets an extra life.

Above: The forest level is where you need your climbing skills. Hang onto ropes, slide down 'em and watch out for the vicious werewolves lurking below.

Above: Welcome to Wacky Land folks! There are three different versions of this bonus level in the game. Explore them and collect extra carrots, hearts, lives and other items.

'Ello mate!' Buster attempts to make friends with the locals and fails dismally. The rats are nasty blokes that also hop around on pogo sticks. Weird or what?

Buster Bunny has many special Toon abilities that come in handy. He can leap long distances, crawl into small spaces and even slide down ropes with the help of his floppy ears.

SF Rating

86 PRESENTATION
● Neat intro sequence, password system, options screen, continues and extra lives

89 VISUALS
● Superb cartoony graphics that look like their TV counterparts, wonderful backgrounds

84 SONICS
● Hum-along tune that changes for each section. Sound FX are brilliant and amusing

90 PLAYABILITY
● Easy to pick up but gets progressively tougher. Controls respond perfectly

88 LASTABILITY
● Even with continues and codes, it takes a while to complete

91 FORCE
● A fantastic Konami game. Combines the best elements of platform games and cartoons

● PRODUCER: KONAMI
● MD: VIDEO GAME CENTRE 0202 527314
● PLAYERS: 1 ● PRICE: £39.99

Reviewed!



Up at the crack of dawn, tossing papers until your hand aches — it's a rotten life being a Staff Writer! It isn't much fun being a paperboy, either, especially when you've got to deliver to Game Freak Alley!

We knew American life's a tad different to our own, but we had no idea it was this wacky! Just look at what a paperboy (or girl) has to deal with on an average morning's work: killer bees, spooky houses, manic trucks, raging dogs, runaway mowers — even hungry sewer monsters! And all this before double maths.

The unfortunate paper-person's plight has been recognised for a second time as Domark bring another game about your average middle-class kid trying to earn a buck in good old, down to earth suburbia.

Choose a male or female paper-person then which street you want. There are three avenues on offer, easy, medium or hard. Obviously, the more difficult the street, the bigger the bonuses to be earned, but you've got to avoid all of the obstacles else they mean diddly-squat.

Then when that's done, choose a one- or two-player (alternate) game. If you ain't got no friends, you won't have to bother about this section, will ya?

When you're on the streets, you've three objectives. The first is to deliver to your subscribers (those with a *Sun* mail box) 'cos if you fail to deliver, they cancel their subscription! No customers means no job.

Fast-breaking news!

You deliver newspapers by throwing them into a *Sun* mail box (for extra points) or bunging it onto their door mat. Throwing it through a subscriber's window earns no points and results in cancellation, but if you damage non-subscribers' property, you get bonus points.

The second objective is to avoid all obstacles. You can simply cycle round them or jump over them (we don't suggest you try leaping houses or cars!). If you're clever, whack 'em with a paper to stop them in their tracks.

You can bung papers at many things in the background for various comic results. Try tossing a paper at the old folks on the hammock and watch what happens. Very whimsical!

Your final objective is to keep your newspaper supply topping up by collecting the bundles you find dotted around the streets. Some are easily collected but others are fiendishly placed.

Should you make it along the whole street, you reach a bonus stage reminiscent of a BMX track. You have unlimited papers to fire at a series of targets. There's water to jump, obstacles to avoid and a time limit to beat if you're to get the full bonus for the level.

Then it's onto the next day and another round. Survive to the end of the week and it's onto the next street and another week's worth of fun.

Fail to deliver the correct amount of papers and it's the dole queue for you. The next paper you see could be your P45.

Left: You're the new kid on the block and it's up to you to deliver those papers on time! Fail to deliver and you're out of a job buster.

At the end of every street there's a cycling course to complete. Practise hitting targets and jumping ramps to score valuable extra bonus points and gain the adulation of screaming girls (or boys). Make it to the end of the course and prepare for the next challenge.

BAD NEWS AND BIG BULLIES

SKATEBOARDER
Excellent! These guys ride the concrete and aim to knock you from your bike. Careful steering should save you.

BULLDOG
Big, bad and ugly. These brutes are used as guard dogs by some people. They chase when you're near.

OLD WOMAN
A mean old busy-body who can't help but interfere when a young person on a bike rides by. Hit with a paper.

MAIL BOX
Aim to throw your papers into these blue boxes. A direct hit earns you points and thanks.

PAPER BUNDLE
Collect extra papers when you're running low. Paper bundles also provide extra points.

PRAM
These seemingly harmless carriages trundle down the pavement toward you. Swerve to avoid hitting the baby.



Above: You just know what's gonna happen, don't you? Wave goodbye to one unlucky papergirl!

Below: Mistime your shot and you knock the bloke on the right into the water when he's not ready.

Left: The streets in this town are full of wierd and wacky buildings. The house on the left may look quiet and deserted but it's not. There are ghosts and ghouls lurking around just ready to give you a fright.

Above: Parked cars can be a nuisance if your riding skills aren't up to scratch.

Warren yawns... *'ANCIENT'*

In its day — which must be almost ten years ago — *Paperboy* was a cool coin-op. Crystal-clear speech and funky handlebars really drew the crowds. In those innocent days, it had more than enough to keep punters happy, but now the ancient gameplay just can't cut it.

Looking at *Paperboy II*'s elements individually, there's little to fault. From the top, the options are liberated enough to allow a female character to get on her bike, as well as the usual sound test, skill level etc.

Although their animation is crude, the variety of people, animals and monsters roaming the streets are bold and tightly drawn, and the large vehicles provide good contrast.

The speech is wonderful! There's tons and it's all remarkably clear. From the 'Nice toss!' or 'Right in the mailbox!' when you're on target to 'Don't tell my boss!' and 'Now I'm really mad!' when things go awry. My fave sound, though, is the odd cooing noise the ghost makes. A real laff!

As with other versions of *Paperboy*, it's initially difficult to play, not necessarily because of poor collision detection but diagonal scrolling and pseudo-3D obstacles make it difficult to judge distances. Frustration eases as you get used to it... but is soon replaced by boredom! *Paperboy II* offers too little fun to be worth buying. ***WARREN 55%***

Not only can aspiring paperboys try their luck at this game but papergirls can too! Obviously the female players out there should have no trouble completeing this game in record time as their male counterparts are naff gamers!

This isn't the sort of thing you expect to see when delivering papers in a sleepy suburb. The grafitti artist sprays paint at you as you ride by so avoid him whenever he appears. It's best to put your foot down and cycle past him.



Paul reckons... 'VERY AVERAGE GAMEPLAY'

Listen up, game-freaks, I'm getting a bit bored with reviewing games, so I want to play a new game. How about Spot The Difference?! (Predictable link to *Paperboy I and II* coming up.) Yes kids, you guessed it, I'm gonna get the original *Paperboy* game and spot the differences!

Hmm, you can now choose the sex of your paper-person and there's a two-player option. Hardly major design changes, are they? What about the gameplay?

You now have to deliver papers to both sides of the street (not at the same time, though) and there are new baddies — but they act like those in the original. Hang on, I think I've drawn a conclusion here!

As you may or may not have gathered, Domark have revamped *Paperboy* with minor changes in gameplay and the addition of large amounts of speech. The graphics are good, the sound's good and the gameplay very average. I've never been a great fan of *Paperboy* game and this does nothing to change my mind.

If you like *Paperboy* but haven't got around to buying it, get this instead. Otherwise, you won't get much enjoyment from it at all.

PAUL 52%

Above: The stunt track is useful for gaining extra points. The targets are used for throwing practice and the ramps for jumping. Time the leaps correctly to avoid landing face first in the water. Make it through in time for a big bonus.

The road ahead may look clear but you can bet there's trouble lurking right round the next corner. Avoid the juggling street clown on the left as he could give you a vicious hit. The target on the right indicates where your paper should hit after being thrown.

Below: Wipeout! Bad steering and judgment could leave you battered and brusied. Steer clear of fences, pal.

Watch out Curly's on your tail!

Above: The city streets are deadly at times. There are various obstacles to avoid and even staying on the kerb can be a painful experience at times. Collect extra papers and deliver perfectly and on time to keep your customers happy. Do this and you may keep you job. Who knows?

Above: A peaceful dinner is ruined by the appearence of a brat on a bike. Cor, worra nuisance!

SF Rating

77 PRESENTATION
● Selectable difficulty levels and the choice of male and female paper-person!

71 VISUALS
● Usual *Paperboy* graphics — ie, loads of colour but weakly-defined figures.

83 SONICS
● Jaunty *Paperboy* theme and loads and loads of clear speech samples. Well cool!

64 PLAYABILITY
● Over-sensitive controls mean crashes are a common occurrence.

50 LASTABILITY
● Repetitive gameplay. Difficulty levels are harder but the game gets tedious after a while

55 FORCE
● Little improvement over the original. Looks very outdated alongside today's newer titles

● PRODUCER: DOMARK
● MD: OUT NOW
● PLAYERS: 1-2 ● PRICE: £39.99



SPIDER-MAN 2

Return Of The Sinister Six

Webbed wonders abound as our spider-friendly chum takes on the world's most heinous villains! Is this handheld game the closest you'll get to a portable superhero? Read the review and find out!

In typical comic-book fashion, the bad guys have found a legal loophole and are back on the streets, causing mayhem! Being a superhero, you can't take this lying down, so it's on with the spider suit and out through the window to the streets of New York!

The aim is to put an end to this collection of super-villains, who go by the affectionate name of The Sinister Six and control an army of evil-minded thugs who litter the streets and factories.

Work your way through each level to the boss (one of The Sinister Six). Spidey's equipped with standard superhero abilities — he runs and springs from platform to platform — but also spins his famous webs and swings over great distances.

To cope with the bad guys, Spidey's got some pretty impressive punches and kicks, and can throw a mean lump of web fluid to knock the baddies out cold!

The action switches from streets to sand pits, flats to factories. The pace is relentless and mini-puzzles need solving in order to move level-blocking obstacles. Remember that the scenery is just as lethal as the bad guys so try to avoid anything that looks like bad news!

That's the webbed wonder for you: compact, bijou and very sexy in a red and blue leotard!

Mat grins... *'MASKED MAYHEM!'*

The first GG Spider-Man game was a real blast and so's this latest offering from Acclaim! Although virtually identical to the MS version, the GG seems to be lacking a few things. The main one is that Spidey can't jump and shoot web fluid at the same time. This can be a real pain at times, especially when facing tough villains such as Sandman.

Spider-Man 2's a real challenge. There's no difficulty setting to mess around with so you can be sure each level really puts your arachnid powers to the test. The end-of-level guardians are especially tough but all have an attack pattern that can be studied and used against them.

Once you've lost your energy, though, you're left with a few continues and that's it! There's no password system so use your energy sparingly.

For a GG game, the graphics are remarkably crisp and clear. A well-animated Spidey leaps through detailed backgrounds, fighting wacky bad guys.

Acclaim/Flying Edge have come up with the goods once more and released another brilliant, if frustrating, game. Now you can do whatever a spider can!

MAT 83%

It's Peter Parker, better known as Spider-Man, doing what he's famous for: crawling those walls. He also spins webs, using his costume's spinners and his patent-pending fluid.

Paul pronounces... *'WEB SLINGING ACTION!'*

When I was a wee lad, my fave comic-book hero was good old Peter Parker — the amazing Spider-Man! Honest, reliable and a dab-hand at rock climbing! His first Game Gear adventure went down a storm. Has the sequel kept up the tradition of the playable platform romp?

The answer is an emphatic 'yes'! *Spider-Man 2* is every bit as good as the first game and provides hours of comic-book fun! The graphics are very good and the sound surprisingly tolerable for the GG — although the tune gets a tad monotonous when you've heard it umpteen times!

The only gripes I can pick are the usual faults found on 8-bit platform romps — ie, the lack of decent puzzle elements to make the levels more challenging. The only obstacles that pose problems are the impossibly-hard end-of-level baddies, who are virtually spider-proof!

And my other whinge is that sprite detection is a bit ropey. If you stand too near a baddie, you can't hit *him*, but he can hit *you*. Weird, eh? It's little niggles like this that mar a good game.

Don't let it put you off buying *Spider-Man 2*. If you're after a good platform beat-'em-up and liked the original, this one's a definite buy!

PAUL 82%

SF Rating

75 PRESENTATION
● One life, two continues! Short intro sequence but good cartoon pics

82 VISUALS
● Nice and solid sprites with loads of colour. Good between-level pics

72 SONICS
● Good tune but it gets annoying. Basic sound FX

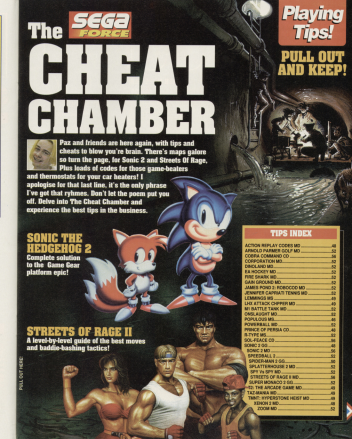
81 PLAYABILITY
● Easy to get into. Uncomplicated moves and gameplay

82 LASTABILITY
● With six tough end-of-level baddies, this should last a few weeks

82 FORCE
● Good GG game with enough action to keep most game-freaks happy!

● **PRODUCER: FLYING EDGE**
● **GG: MAY/JUNE**
● **PLAYERS: 1** ● **PRICE: £27.99**


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TOBY, I THINK YOU SHOULD READ THIS ARTICLE ON.. OH MY GOSH!
YOU'RE HAVING A FIT!
GNNNH! SO WOULD YOU IF YOU'D JUST LOST YOUR LAST LIFE ON THE LAST BLEEDIN' LEVEL! AAAAAHH!
CHARLIE BROOKER
LET'S SEE.. IT ALSO SAYS HERE THAT PLAYING GAMES CAN MAKE YOUR HEAD SWELL UP, TURN BLUE AND EXPLODE!
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The SEGA FORCE CHEAT CHAMBER

Playing Tips!

PULL OUT AND KEEP!

Paz and friends are here again, with tips and cheats to blow you're brain. There's maps galore so turn the page, for Sonic 2 and Streets Of Rage, Plus loads of codes for those game-beaters and thermostats for your car heaters! I apologise for that last line, it's the only phrase I've got that ryhmes. Don't let the poem put you off. Delve into The Cheat Chamber and experience the best tips in the business.

SONIC THE HEDGEHOG 2

Complete solution to the Game Gear platform epic!

STREETS OF RAGE II

A level-by-level guide of the best moves and baddie-bashing tactics!

PULL OUT HERE!

TIPS INDEX

SEND YOUR SOLUTIONS AND WIN 50 QUID!

TIPS FOR CASH!

The sun is out and the skies are blue! So what does that tell you game-freaks?! It tells you the summer's here, complete with all-night parties, school holidays and outdoor cricket! It's also the time of the year when consoles take a backseat and handhelds come to the fore — you can't take an MD or MS on the beach, can you?! And if you don't want to look like a beach bum, you've got to have the latest and hottest title in the back of your GG! So send a map, tips or a players' guide and you might win £50 for your troubles. That should buy a game and a few bottles of suntan lotion, don't you reckon?

We're all off to sunny Spain, oh viva Espania! We're gonna get plastered on the plane, oh viva Espania! Erm, sorry about that, it's the sun — it sends me mad.

I don't get much sunlight down in this subterrainean hellhole they call The Cheat Chamber, just the rays the cat flap lets in, but it's enough! Yes, as soon as there's enough light to get my sundial going, I know it's time to don my shorts and depart these fair shores for a couple of weeks.

Of course, I don't tell the rest of the Deadheads I've gone. I just make a paper maché figure and prop it up against my desk (it does as much work! —Ed). Under cover of darkness, I slip my chains and escape through the rat-infested sewers to freedom and Birmingham Airport!

Just 'cos I bog off for a bit doesn't mean you lot have to stop sending in tips! Remember there are three £50 vouchers waiting to be claimed and all you have to do to win one is send an extra-special tip or chea. Simple, huh?

Send them to THE CHEAT CHAMBER, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. On with The Cheat Chamber!

LOOK MUM, IT'S ME!

This month's happy chappy is **Tim Mason** from **Poole, Dorset**. What a lucky so-and-so he is! Living in Dorset during the summer! That's nearly as good as renting a caravan in Summer Bay for the winter (with Sophie to keep you warm!).

Our Tim looks very happy. Perhaps he's just been told his pet canary, 'Joey', has won the Southern England Talking Canary Championship for the third year in a row! Or he might have found a Mega-CD bolted underneath his Mega Drive which he swears wasn't there when he went to bed last night! Isn't life weird?

GAME GENIE

Game Genie time again. In this month's thrilling instalment of codes, you can make Ecco's life a lot easier and help your team win the *John Madden '93* trophy!

Ecco: The Dolphin

CODE	EFFECT
A: AKRTJA64	Almost infinite air
B: AL2AJA7L + ALZAJA5Y + AAVTNAFC	Protection from most enemies, including octopus
C: HAVTNAFC	Octopus is fatal
D: HCBTLAEW	School of fish restores health completely
E: SW2AKGPJ + HC2AJAFL	Jellyfish and other enemies restore health instead of taking it away
F: SW2AKGPJ + TC2AJGFL	Jellyfish and other enemies restore air instead of taking it away

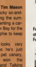
The Terminator

A: RO3A861A	Protection from most damage
B: AW9T8A78	Infinite time bombs
C: AG2A8AGO	One time bomb at a time
D: AL2A8AGO	Two time bombs at a time
E: AO2A8AGO	Five time bombs at a time
F: BL2A8AGO	Nine time bombs at a time
G: BL2A8AH2	Energy capsules worth less
H: EC2A8AH2	Energy capsules worth more

John Madden '93

A: RH9T860T	MASTER CODE — MUST BE ENTERED
B: HWLTCABE	Each quarter lasts one minute
C: CCLTC6BE	Each quarter lasts 60 minutes
D: BGWAAAG6	Home team starts with nine timeouts
E: BGWAAAHC	Visiting team starts with nine timeouts
F: AMJAAAA8	One play to get first down
G: BDJAAAA8	Seven plays to get first down
H: 8DLTAADR	30 yards needed for first down
I: GDKTBA1A	Touchdown worth eight points
J: BDKABE5G	Field goal worth eight points





Fancy your hand at being a god? Follow these tips:

POP PLAYERS

FIGHTING TALK

Follow My Leader



So you've built up your manna and you're ready to give your rival god a proper going-over. This tactic works well if you've created a strong population and are near the enemy's buildings. However, the level option has to be set to Build Near People (*not* Build Near Flags) and you must be able to use the swamp disaster. If you can, this tactic's extremely useful.

All you have to do is sprog one person and send him in the general direction of the enemy settlements. Follow him and when he's wandering around the enemy houses, swamp like crazy! If you're accurate with the cursor, you should pick off most of the enemy followers and destroy loads of their crops.

When you've swamped all the good land, earthquake it (if possible) to get rid of the wigwams the enemy's forced to build. This gets rid of most of the swamps and the enemy, leaving the land nice and firm for your guys to invade!

All Fight Together!

If you've chosen the sprogging technique, this tactic's very effective, especially against hard-to-reach enemy settlements. All you've got to do is mass-sprog your people then change the attitude selector to attack. Your army of homeless rent-payers should go off into enemy settlements and capture a few houses.

Here comes the clever part. When you remove the chunks of earth used for sprogging, wait half a minute then repeat the sprogging process! You should have a load more homeless people looking for somewhere to live.

You can combine them into one strong fighter or create a knight and let them join up with him. Alternatively, send them into settlements in the hope that one or two of them capture enemy houses, because as soon as you've got a flag in the enemy area, you can alter the land.

Do this as many times as you need to in order to conquer an entire area of enemy buildings.

PULOUS
RS' GUIDE

Having trouble with TecMagik's 8-bit god sim? Worry no more folks 'cos Pax himself takes all you MS owners on an easy-to-follow guide to becoming a Number One deity! Heed his omnipotent words and you too could become a supreme being!



MANNA FROM HEAVEN

Sprogging

'Sprogging' is the term used to describe the method of moving your flock to pastures new without destroying previously built homes. There are two ways to use this tactic. The first applies to worlds where your manna builds up quickly, ie, grass.

First create a safe area where you can nurture your flock until they're ready to move on. So find an area of land that's obstacle-free and at least three levels above the ground (safe from floods) then plonk your Papal Magnet right in the middle of it. Create a strong leader and let him build a castle. Then wait (or look after any of your tribe who can't be coaxed to the safe area).

When a reasonable amount of time has passed and your manna has built-up, create a huge area of flat land on the same level as before. Then place single chunks of earth around your leader's castle until he appears. Quickly remove the earth so the castle appears again. Your leader should've found a nice new piece of flat land and built another castle!

Follow this procedure until your safe area is full of castles! Now take away your Papal Magnet and concentrate on creating smaller hillside colonies to draw attention away from your safe area. Your manna should continue growing, bringing loads of power to your omnipotent fingertips!

Hilly Billy!

Okay, you've got a world where everything's uneven and there's little manna to be gained in the first few turns. Sprogging would be too time-consuming, since your opposing god is on the same level as you. What do you do?

My advice is to adopt the scattered settlement system of manna building — ie, loads and loads of small buildings grouped together in easily-maintained villages. There are three distinct advantages to this method:

1. Walkers are created at a fantastically fast rate. No soon as you've created a plot of land for one bloke, another follower needs an acre or two!

2. Big disasters have little effect on your population (apart from floods) because your people are spread out all over the map and not concentrated in one spot.

3. You can change your tactics to the sprog method with relative ease. In harsher climates you can start off using this method then switch to sprogging when you've built up settlements.

Of course, like most things in life, there's no fixed formula. On earlier levels, sprogging works well from the start, but as you progress you find a balance between these two techniques proves to be the best tactic. Stick to it and you won't go far wrong.

DISASTERS, NATURALLY!

Earthquake

Don't expect wonders from this disaster. It's best used to hinder a rival god's attempt to flatten land, so work out where he's planning to build and zap him with one of these!

Because the effect takes up very little manna, it can be used three or four times on the trot, making it a useful weapon if the level includes water. It's also the weapon to use against an invading army — a lucky earthquake can kill an enemy leader, leaving their Papal Magnet near your territory. But don't forget, an unlucky earthquake can flatten the land out giving your opponent some much needed building space!

Swamp

One of the best disasters around. The swamp can totally wreck an area of land, killing a chunk of the enemy's population and sealing off vital links between two areas of land controlled by opposing gods.

To use the swamp effectively, saturate an area by clicking on the swamp icon three or four times. Then sit back and watch the poor unfortunate souls who stray into them! Again, if you know the location of the enemy's leader, you can try and swamp him, then the area where the Papal Magnet's located, leaving the enemy without a leader and the ability to create knights. However, make sure none of your followers are likely to stray into the swamps that you've created. Everytime a walker dies you lose manna, lose too much and you won't be able to create some of the more destructive natural disasters.

Volcano

Some gods are just too damn clever to flood. They build their colonies on high and low plains so they've always got a chunk of population left to create manna.

The trick here is to whittle down their leaders with the swamp disaster and save the volcano until you're ready to attack. When you've amassed a strong enough population, use a volcano on the opposition.

This should result in a stream of homeless people looking for land. Hopefully they'll stray into your areas and try to attack you. Your strong people should fend off most of them and kill many.

Now invade the enemy's areas and avoid any strong resistance. For total devastation, try a triple volcano!

Flood

Without doubt the best disaster, when used correctly. When you're up against a god who's more interested in power-building than land-building, the flood does the most damage.

Use the sprogging technique to create high plains of castles then wait until your manna reaches the flood level. Your opposing god should still be creating powerful leaders so his main colonies will be at sea level (only one level above the ground). It's time to flood.

You lose a level off your ground but he'll lose most of his tribe. If you've built three levels above the ground, use the flood option again to finish him off. Don't worry if some of your blokes drown, it's for a good cause!

The flood works best when the water is fatal rather than lethal. The computer has a knack of rescuing his disciples from the briney seas by building nice big chunks of land around them. Of course when the water is fatal he doesn't get the chance (snigger, snigger).

DATEL ACTION REPLAY SECTION

It's time to give Action Replay owners the latest and greatest codes for their cart. Get ready for some smart Ex-Mutants cheats and super-speedy Lotus Turbo codes.

EX-MUTANTS

FF0051A008	Infinite energy	**FF005D0063**	Bombs
FF005C0063	Axes	**FF00690063**	Gold coins
FF006B0009	Lives		

LEMMINGS

FFF53400XX	Fun stage, where XX is the level number -1 (0–ID)
FFF53500XX	Tricky stage, where XX is the level number -1 (0–ID)
FFF53600XX	Taxing stage, where XX is the level number -1 (0–ID)
FFF53700XX	Mayhem stage, where XX is the level number -1 (0–ID)
FFF53800XX	Present stage, where XX is the level number -1 (0–ID)
FFF53900XX	Sunsoft stage, where XX is the level number -1 (0–ID)
FFF48B00XX	XX Floaters (0–63)
FFF49100XX	XX Diggers (0–63)
FFF48A000X	X athletes for a level, leave AR enabled for unlimited
FFF48B000X	X Floaters for a level, leave AR enabled for unlimited
FFF48C000X	X Bombers for a level, leave AR enabled for unlimited
FFF48D000X	X Blockers for a level, leave AR enabled for unlimited
FFF48E000X	X Builders for a level, leave AR enabled for unlimited
FFF48F000X	X Tunnelers for a level, leave AR enabled for unlimited
FFF490000X	X Miners per level, leave AR enabled for unlimited
FFF491000X	X Diggers per level, leave AR enabled for unlimited

FFF4E8003B	Unlimited time	**FFF48E0013**	Infinite Builders
FFF48B0013	Infinite Floaters	**FFF48A0013**	Infinite Climbers
FFF48C0013	Infinite Bombers	**FFF48D0013**	Infinite Blockers
FFF48F0013	Infinite Miners	**FFF4800013**	Infinite Diggers

LOTUS TURBO CHALLENGE

FF41A5000X	Level select (0–7)
FF4340XXXX	Speed of opponent cars (speed for odd levels 10AA)
FF439AXXXX	Acceleration factor (6CF6 for Lotus Elan; instant acceleration 4AF4)
FF439EXXXX	Deceleration factor (6D8E for Lotus Elan)
FF43A2XXXX	Speed factor (6E26 for Lotus Elan; best speed factor 6DFA — use with instant acc)
FF7CB50063	Unlimited time for player one
FF7D7F0063	Unlimited time for player two

SPEEDBALL 2

FF009F00XX	Freezes timer at XX (eg, use 02 to keep game going as long as you like)
FF00FA7FFF	Unlimited cash for player one
FF0DEE0002	Score multiplier is two in favour of player one
FF0DEE0001	Score multiplier only one in favour of player one
FF0DEE0000	Score multiplier inactive
FFD5AA0008	Electro mode (ball permanently electrified, whoever holds it is in control)

JAMES BOND THE DUEL

FF1B0D0008	Used with below codes
FFA37B0007	Use with above and below codes
FFA3970007	Used with above codes to give infinite lives
FF1B7D0007	Used with below codes
FF1B8D0007	Used with above and below codes
FFA37B0007	Used with above and below codes
FFA3970007	Used with above codes to give infinite energy

SEGA FORCE GAME FREAK!

SONIC 2 COMPLETE GUIDE

Here's a complete guide to the best game available on the GG, sent in by ace tipster Michael Risely from Fabbing, Essex. And for being so brill, he wins £50!

All those precious Chaos Emeralds are on Act 2 of each level — apart from the tricky sixth! End-of-zone baddies are in the third Acts.

Underground Zone, Act 2: Keep running until you come to a mine cart. Ride it until it crashes, keep running to the right avoiding fireballs and lava. When you come to a spring, bounce on it and push left until you land (this should be on a slope).

Run to the top, roll down it and push right. You should land in another mine cart. Ride it until Sonic's just in mid-air then jump out to the right. Jump up to the steps and get the shiny Chaos Emerald.

Underground Zone, Act 3: Get in the mine cart and push right. In mid-air, jump to the right. Keep on the springs to the right then keep running to the right, down the slope until near-death (daring!).

Robotnik saves you and takes you to his robot. When the bombs come, jump them and let them hit the robot. Watch out for Robotnik cleaning up the mess (he might run you over).

Sky High Zone, Act 2: Jump vertically onto the hang-glider. Guide it through three wind storms. At the peak of the third, you should reach a cloud with three rows of pillar-shaped clouds.

When you're above the first pillar, let go of the hang-glider and you land on a spring cloud. Bounce a few times then push right. You should collect the Emerald in the sky.

Sky High Zone, Act 3: To defeat the robot, run along and jump the holes (killing one meanie while jumping). When you run onto the clouds, defeat all four chicks twice by jumping on or into them. You fall through the cloud.

Now smash the eggs (by jumping on them). Watch out, they keep producing annoying chicks. When all eggs are smashed, a big neck with a bird's head on it appears, spitting tiny fireballs, which mean instant death. Jump on the head a few times and it blows up.

Aqua Lake Zone, Act 2: Run to the right and fall through the floor. Roll down the slope into a rollercoaster maze. Don't touch the controls, just go with the flow until you pass a box of coins. Push down then go with the flow again — you should be glad of the rest!

When you fall out of the maze thing, you land on a slope. *Walk* down the slope and when you fall off, press left. Walk right until you come to spikes. Wait! Catch a ride in a bubble and push down and right until you touch the ceiling then jump a few spikes.

Walk until you come to a wall. Catch another ride in a bubble and let it float up. When you nearly hit spikes, push left and burst the bubble on the ceiling. Walk left, jump a hole of rings, keep walking left to a set of four rings above. Stop at the second set, wait for another bubble and jump into it.

Travel up and when you come to an opening to the left, push down and left until there's an opening above you. Travel up again and through an opening to the right.

When there's ground below, burst the bubble, kill the crab and walk right. Kill a lobster, go right, kill another lobster, catch another ride in a bubble and travel up. Go through an opening to your right and burst your bubble when land's below you.

Jump the crab, walk right. You fall into another rollercoaster maze. Keep pushing up and right, until you roll into a space and collect the Emerald.

XENON 2

Fed up of window shopping for homing missiles and smart bombs? Use this natty cheat sent in by A Burton and P Visscher from Worplesdon, Surrey.

When you enter the shop, go to the exit sign on the selling bit, hold down [C] and press [A]. Hold them down until the buying bit comes up. It should say 'more' in the bottom right box and if you highlight it and press [A], you should be able to buy extra lives and loads of other stuff.

PRINCE OF PERSIA

Here are the level codes for JVC's Mega-CD version of this excellent platform romp, courtesy of **Conor and Ciaran** from **Newcastle, Co Down**.

Level 2: **GLFIFT**	Level 9: **OMGJGC**
Level 3: **GKEHEP**	Level 10: **RNRLIY**
Level 4: **JMGJGA**	Level 11: **SNRLIZ**
Level 5: **GICFCH**	Level 12: **RLNJFO**
Level 6: **LMGJGC**	Level 13: **PIKGOA**
Level 7: **NNHKHI**	Level 14: **SKGIFF**
Level 8: **POILIO**	



Aqua Lake Zone, Act 3: To defeat the robot, simply roll into the water and push right. You should roll straight across the top. As you reach land, run right and into the water.

Jump up and right onto a small platform. Jump up and walk right. Roll into the spring and continue rolling into the wall (push right). You should come out into water so push right to get Sonic across.

Roll over until you reach land, where there's a robot. When he blows up the balloon, jump and burst it, move away.

When he recovers, jump. He balances you on his nose then tosses you away. He blows up another balloon. Burst it and keep repeating the procedure.

Green Hill Zone, Act 2: To collect the Emerald, run to the right, kill the crab and keep running. Stop at the top of the slope. Kill the other crab, jump the spikes and fall down. Land on the spring and push right.

When you land, you should be near another spring. Bounce on it and push right as you fly through the air. Kill the crab and run right. Roll down the slope while pushing right. When you land, there should be a life above you. Run right and jump off.

Avoid the little meanies, bounce on the spring and push right. You land on spikes but don't worry, quickly jump right onto land.

Kill a meanie to the right, run right, kill a meanie. Run right until you come to spikes, jump over these and keep running.

Jump on the spring, run right. Run down the slope, bounce on springs. Keep pushing right and you should keep bouncing on springs. When you land, push left to stop and collect the Chaos Emerald.

Green Hill Zone, Act 3: Run right until you can't run any further. Jump on the spring and keep pushing right, until you come to a wall.

As you spring near the wall, you should see another to your left. Try and land on this! Bounce on another two springs, jumping right off the last. Run right and down the slope.

When you hit springs, get as far left as possible. When you hit the spring, keep pushing right, land on another set of springs. Bounce up to a spring then up and right twice to reach the relative safety of land.

When you come to a big dip, stop on the edge opposite. A bear-like thing turns into a ball. Switch sides. Avoid it and when it turns back into a bear, jump on it. Keep doing this until it blows up.

Gimmick Mt Zone, Act 2: Walk right, jump on the revolving platform, jump to the right onto another platform. Jump right to a sloping platform, run up it. When you can't run any further, jump to the left into a hidden passage. Keep jumping into walls and over revolving platforms.

When you come to a spring, jump on it and land on a revolving disc. Push right to make it go faster, then jump and up to another disc. Do the same again, but try and direct up and right to land on a little platform. Walk right and down the slope, jump over the spring and get the Chaos Emerald.

Gimmick Mt Zone, Act 3: Walk right and down a hole. Walk right and fall into another little rollercoaster maze. This time step right then jump onto a revolving platform, then right onto another, then another.

Jump right onto a travel platform (just ride it). When you see a spring to your left, jump on it and push right to land on another travel platform. Ride it until you come to a place where you can gently walk onto a platform. Wait! The platform will come back.

Jump on it. Jump over the object in your way and back onto the travel platform. Ride it until you come to a spring on your left. Jump on this and push right.

When you come to the monster, it charges. Jump over it, then,when it bounces off the wall, jump on it. Watch out for the spikes in its back and falling rocks. Repeat this until it blows up.

Scrambled Egg Zone, Act 3: Run to the right until you come to a spring. Jump on it and don't do anything. You travel through a tube and land on a spring.

Don't do anything but on the 11th spring, hold right. You run up a short slope, bounce on lots of springs and land on a higher platform.

There's a platform above. Jump on it then onto the spring. When you hit it, push right. Don't do anything until you come to the fifth spring. Try and land on the small platform and quickly jump into a tube.

When you come out, you're faced with Super Sonic (your counterpart). All you have to do is jump on him when he stands up. When he turns into a ball, so should you. Keep repeating this and when he blows up, collect the Emerald.

Crystal Egg Zone: Whip through and when you come to Robotnik, wait for the right moment and bash his weather machine (which he stands on). Keep going around the tube and get some attacks in for a wicked ending.

TMNT
Hyperstone Heist

Having trouble with those nasty basts from the Foot clan? Worry no more for we ace game-freaks at SEGA FORCE have found a level-select.

When the Konami logo appears, press [C], [B], [B], [A], [A], [A], [B], [C], then [A], [B], [B], [C], [C], [C], [B], [A]. A level-select is now yours for the taking!

TAZMANIA

Here's a crackin' little cheat for *Taz-Mania* sent in by top tipster **Ian Hughes**, who lives in **Dunston, Lincoln.**

When you see the picture of Taz, press [A], [B] and [C] simultaneously on both control pads (only once). At the start of the game, press pause then [A], [B] and [C]. A number '1' appears onscreen.

Press right to go through all the levels up to 18. You can skip around the levels at any time and on any stage. This certainly makes the game a lot easier.

T2: THE ARCADE GAME

For a level select, press Up, Down, Left, Right, Up, Down, Left, Right on the title screen. If you've done everything right, you should hear a voice saying 'excellent'. Play the game and when you want to skip a level, press pause and buttons [B] and [C] together (or the top two buttons on your Menacer). You should, God willing, be magically transported forward!

Thanks to **Kevin Miskella from sunny Clacton-on-Sea, Suffolk.**

LEMMINGS

Ryan Rees-Prichett has worked really hard for a Lemmings Proficiency badge and now he can sew it onto his short-sleeved shirt 'cos he's got all the codes for all the levels. Many thanks, Ryan — take it away!

FUN	TRICKY	TAXING
2: TGNBVLWM	2: YQBDGNBU	2: ZSFKUJSF
3: ZTGNBUIQ	3: JTHPGFDY	3: LXPGFDYR
4: BDGMZSEJ	4: RDHPGFEC	4: CFKVKUJT
5: TGMZSFKU	5: WMZSEJTG	5: GMYRCFKU
6: JSFKVLWN	6: MZTHPGGF	6: JTHPFECX
7: BUIQBCFK	7: DZSEIRCE	7: PFDZSFLX
8: UJTGMYRD	8: IQBCFKVL	8: OECWMZTG
9: HODYRCFK	9: WMYRDGMY	9: NBUJSFLW
10: VKVLWMZS	10: RDGMZSFK	10: MZSFLWMY
11: FLXPGGGG	11: VLXODZTH	11: RCFEUJSE
12: GFECXPGF	12: PFECXPFE	12: IRCEJSEJ
13: DZSEJSFK	13: BUJTHDEC	13: SEJTHOEC
14: UIQAABCE	14: XOECWNBU	14: WMYQBDGM
15: JSEJTGMY	15: JSFKVKUJ	15: YQAAAAAB
16: QABDGNBU	16: THODZTGM	16: DHODYROG
17: IRCEIQAA	17: YQBCEIRD	17: NCWNCWNY
18: BCFLWMZT	18: HPFDZTHP	18: QAABDHPG
19: GMZSFLWM	19: FEBVLWNB	19: GGGFDYQA
20: ZSEIRCFK	20: UJTHPFEC	20: AABDGMYR
21: UJSFKVKU	21: WNCWNBVL	21: DHODYQAB
22: JSEJSEIR	22: WMYRCEJT	22: DHODYQBD
23: DGNCWMYR	23: GNBUIQAA	23: GNCXPGGG
24: DHPFDYQA	24: ABDGMZTH	24: GFDZTHPG
25: AABDHODY	25: ODYRCEJS	25: GFECWMYR
26: QBDHPGFE	26: FKUIGBDG	26: CEIQABDG
27: CXDDYQBD	27: NBVLXPGG	27: NCWMYRCE
28: HPGGFECX	28: FOTQBDGN	28: IRDHODZS
29: ODZSEJTH	29: BVLWMZTG	29: EJTGMYGB
30: PFECXDDY	30: DHODZTHP	30: NBUIRDHO

LHX ATTACK CHOPPER

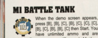
Stuck on this fantastic combat helicopter sim? Fret no more! **Darren Radburn** from **Wilenhall** has sussed out the mission codes for all three campaigns. What a hero! Now you can follow in his flight path and save the day.

Libyan Campaign	European Campaign	Vietnamese Campaign
1: CQAAFA	1: CQYEIYA	1: CSIEZCC
2: CQAAIEA	2: CQYEQ6A	2: CSIEBRA
3: CQAAQHA	3: CQYEY4A	3: CSIEJQA
4: CQAEYGC	4: CQYEBJG	4: CSIERTA
5: CQAEAVA	5: CQYEJIG	5: CSIEZSA
6: CQAEIUA	6: CQYERLG	6: CSIEAJG
7: CQIEQTA	7: CSYEZKC	7: CSIEIIG
8: CSIEYSE	8: CSYEBZA	8: CSIEQLG
9: CSIEBBC	9: CSYEJYA	9: CQYEYKC
10: CSIEJAC	10: CSYERGA	10: CQYEAZA
11: CSIERDC		


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MI BATTLE TANK



When the demo screen appears, press [B], [B], [C], [B], [C], [C], [C], [B], [C], [B], [B], [C] then Start. You have unlimited ammo and are invisible. Beware, you can still run out of fuel.
Thanks to Sadun Rasit from London

R-TYPE MS
For extra continues on the countdown screen rotate the pad very fast. This can be done twice.

EA HOCKEY

Peter Graham from **Crowthorne, Berkshire**, has the lowdown on all the teams in EA's original hockey game. Lead on, Sir Graham!

Belgium: Great in defence but little else!
Canada: Top fight team, almost invincible
Czechoslovakia: Nice all-round team, but the centre is temprimental
Denmark: Poor team in every department!
Finland: Good in defence, but another team that lacks decent attack
France: Good left defencemen — reasonable attack
Germany: Good all-round team but wingers are a bit suspect
Hungary: Poor team apart from the right defencemen
Iceland: Another team with poor attack but reasonable defence
Italy: Good if you like to play on the left of the ice — if not, very average
Luxembourg: Another extremely poor team
Netherlands: Good centre and left wing let down by poor defensive support
Norway: Good attacking team on the left — average everywhere else
Poland: Skilful but painfully slow
Portugal: Another team that favours the left side of the ice
Soviet Union: On par with Canada — more offensive than defensive
Spain: Good defence on the wingers — weak in the middle
Sweden: Great team. The only weakness are the two wingers
Switzerland: Inconsistent in defence and stamina — great team on a good day
United Kingdom: Good job this isn't our national sport!
United States: Great out team, totally naff goalie
Yugoslavia: Feeble attack redeemed by a good right defence team

SUPER MONACO GRAND PRIX 2

Here are all the codes you'll need to compete in all of the Grand Prix

USA: **BPBY-CYOO**
SAN MARINO: **WNLW-RVSD**
MONACO: **DQPT-OTND**
MEXICO: **CQAZ-NPLZ**
FRANCE: **QOLV-XKXA**
GERMANY: **CXUZ-VZJH**
HUNGARY: **FFGD-EOAZ**
BELGIUM: **MALQ-FKPN**
ITALY: **VKEL-RISM**
SPAIN: **UKUI-JPSG**
JAPAN: **CFCZ-BJNR**
AUSTRALIA: **EDWP-DWWM**

FIRE SHARK MD
To get two extra lives follow this handy cheat. Power your weapons up to full, collect three more power-ups and defeat General Porter or Yonemaru. You'll then get the bonus lives.

ONSLAUGHT MD
Enter all zeros for the password to be near the end of the game.

POWERBALL

If you fancy playing this future sport with four extra teams, pause while playing in the first league game then press [C], [A], [B], [A], [C], [A], [B], [A]. You'll hear a sound so push Down on the controller and four new teams should appear. Not that it makes things any easier...

JAMES POND II: ROBOCOD

Get the items that spell 'cheat'. Now on a level with no more than two exits, press pause then [A] four times. When you unpause, you go straight to the exit.

SPLATTERHOUSE 2

Level 2 **EDK NAI ZOL LDL**
Level 3 **IDO GEM IAL LDL**
Level 4 **ADE XOE ZOL OME**
Level 5 **EFH VEI RAG ORD**
Level 6 **ADE NAI WRA LKA**
Level 7 **EFH XOE IAL LDL**
Level 8 **EDK VEI IAL LDL**

SPY VS SPY

Are you a fan of Mad magazine's black and white spies? Well don't waste your time trying to beat your opponent to all the lovely goodies. All you have to do is simply go straight to the room that leads to the airport and then you must booby-trap all of the doors!

What do you have to do next? Easy! Wait until your opponent has collected all the bits and pieces that he needs and tries to enter the room. He then gets killed by one of the traps — which leaves the briefcase of goodies for you to take through to the airport! Sneaky, eh?!

This saves you a lot of running around.

ARNOLD PALMER GOLF

If you've finished all the normal courses and fancy a blast in a new tournament, simply hit a hundred strokes on any hole and wait for the Game Over screen.

When it appears press Up, Up, Down, Down, Left, Right, [B], [A] and Start.

To enter the secret tournament, go to the password screen and enter the top row as a string of 'f's and then do the same with the bottom row, but this time with the figure '**9**'.

You should now be able to play in a new tournament, with a more than helpful caddy.

Thanks to **Warren Davies** of **Handsworth Wood, Birmingham**, for that well-hidden cheat that gets you to the 19th hole quicker!

DINOLAND

After you've launched the ball, keep it on your paddle and use the [B] button to bump the machine 23 times! If you hit the slot machine at the top of the screen without having to bump the machine again, you get a free ball and a whopping 100,000 point bonus!

Repeat the process again to warp to Sky World and keep shooting the slot machine to get a million-point bonus!

JENNIFER CAPRIATI TENNIS

If you want to see the ending without going through all of the tournaments (you lazy lot!), type in END ING .CH ECK (filling the rest in with dots). You're greeted with the less than spectacular ending!

And if you want to see the configuration mode, type in CON FIG (again, fill the rest in with dots) and you should get an options screen! For that ace tip (small tennis joke, there!) we have **D Brown** to thank, who lives in **Sutton Coldfield, West Midlands**.

ZOOM

Press Up, Up, Down, Down, Left, Right, Left, Right, [A] and [B] slowly on the player select screen. An options menu should appear!

GAIN GROUND

To get a level-select, go to the options screen and press [A], [C], [B] and [C]. You can now select from any of the 50 levels in the game. Select exit to start on your chosen level.

CORPORATION

If you're thrown in the nick, don't despair. Plant a bomb by the wall and stand back! You should see daylight sooner than you think!

SPEEDBALL 2

Bit of a sneaky one, this! To guarantee a goal, make sure your forward lines are fairly powerful then throw the ball at the goalie. As soon as you release the ball, run toward the goal and slide-tackle the goalie as soon as he catches the ball!

If you're quick and strong enough, you should deck the goalie and regain the ball so simply chuck it into the unguarded net!

Tina Turner

Michael Bolton



Gloria Estefan

Erasure

INXS

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Mick Hucknall (Simply Red)

Annie Lennox

Genesis

Elton John



CASH

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Phone No: ______________

Sex: M ☐ F ☐

Please tick if you are under 18 ☐

From time to time we may make your name and address available to other reputable companies in whose products or services we feel you will be interested. If you do not wish to receive such information, please tick this box. ☐

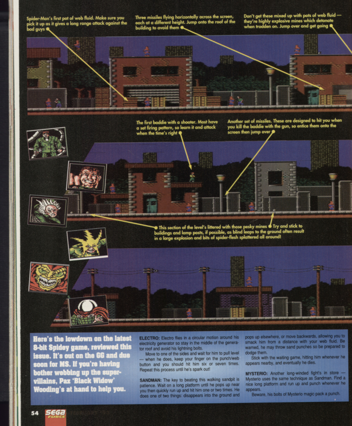
C93

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Complete list using scale **Rating**

LIKE THE SONG		1
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DON'T KNOW THE SONG		3
SHAKESPEARS SISTER	*STAY*	
LIONEL RICHIE	*MY DESTINY*	
BANGLES	*ETERNAL FLAME*	
RICHARD MARX	*HAZARD*	
BELINDA CARLISLE	*HEAVEN IS A PLACE ON EARTH*	
WET WET WET	*GOODNIGHT GIRL*	
POLICE	*EVERY BREATH YOU TAKE*	
ANNIE LENNOX	*WALKING ON BROKEN GLASS*	
U2	*I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR*	
MADONNA	*LIKE A PRAYER*	
SNAP	*RHYTHM IS A DANCER*	
PAUL YOUNG	*LOVE OF THE COMMON PEOPLE*	
CHER	*SHOOP SHOOP SONG*	
KWS	*PLEASE DON'T GO*	
DIRE STRAITS	*WALK OF LIFE*	
TAMMY WYNETTE/KLF	*JUSTIFIED AND ANCIENT*	
HUMAN LEAGUE	*DON'T YOU WANT ME*	
JON SECADA	*JUST ANOTHER DAY*	
SIMPLY RED	*SOMETHING GOT ME STARTED*	
ALISON MOYET	*ALL CRIED OUT*	
ROBERT PALMER	*ADDICTED TO LOVE*	
ROY ORBISON	*I DROVE ALL NIGHT*	
UB40	*RED RED WINE*	
BRYAN ADAMS	*EVERYTHING I DO*	
REM	*LOSING MY RELIGION*	
QUEEN	*BOHEMIAN RHAPSODY*	
SEAL	*KILLER*	
GEORGE MICHAEL/ELTON JOHN	*DON'T LET THE SUN GO DOWN ON ME*	
SIMPLY RED	*IF YOU DON'T KNOW ME BY NOW*	
PHIL COLLINS	*ANOTHER DAY IN PARADISE*	
EURYTHMICS	*SWEET DREAMS*	
TEARS FOR FEARS	*EVERYBODY WANTS TO RULE THE WORLD*	
GENESIS	*INVISIBLE TOUCH*	
MICHAEL JACKSON	*BLACK OR WHITE*	
ERASURE	*TAKE A CHANCE ON ME*	
LISA STANSFIELD	*CHANGE*	
MICHAEL BOLTON	*LOVE IS A WONDERFUL THING*	
DEACON BLUE	*REAL GONE KID*	
HEART	*ALONE*	
ELTON JOHN	*SACRIFICE*	
INXS	*NEED YOU TONIGHT*	
TINA TURNER	*THE BEST*	
INDICATE BELOW ANY OTHER SONG YOU THINK SHOULD BE INCLUDED IN THIS LIST:-		



Here's the lowdown on the latest 8-bit Spidey game, reviewed this issue. It's out on the GG and due soon for MS. If you're having bother webbing up the super-villains, Paz 'Black Widow' Wooding's at hand to help you.

ELECTRO: Electro flies in a circular motion around his electricity generator so stay in the middle of the generator roof and avoid his lightning bolts.

Move to one of the sides and wait for him to pull level — when he does, keep your finger on the punch/web button and you should hit him six or seven times. Repeat this process until he's spark out!

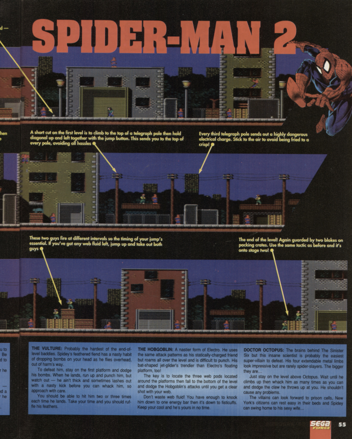
SANDMAN: The key to beating this walking sandpit is patience. Wait on a long platform until he pops up near you then quickly run up and hit him one or two times. He does one of two things: disappears into the ground and pops up elsewhere, or move backwards, allowing you to smack him from a distance with your web fluid. Be warned, he may throw sand punches so be prepared to dodge them.

Stick with the waiting game, hitting him whenever he appears nearby, and eventually he dies.

MYSTERIO: Another long-winded fight's in store — Mysterio uses the same technique as Sandman. Find a nice long platform and run up and punch whenever he appears.

Beware, his bolts of Mysterio magic pack a punch.

SPIDER-MAN 2



A short cut on the first level is to climb to the top of a telegraph pole then hold diagonal up and left together with the jump button. This sends you to the top of every pole, avoiding all hassles

Every third telegraph pole sends out a highly dangerous electrical charge. Stick to the air to avoid being fried to a crisp!

These two guys fire at different intervals so the timing of your jump's essential. If you've got any web fluid left, jump up and take out both guys

The end of the level! Again guarded by two blokes on packing crates. Use the same tactic as before and it's onto stage two!

THE VULTURE: Probably the hardest of the end-of-level baddies. Spidey's feathered fiend has a nasty habit of dropping bombs on your head as he flies overhead, out of harm's way.

To defeat him, stay on the first platform and dodge his bombs. When he lands, run up and punch him, but watch out — he ain't thick and sometimes lashes out with a nasty kick before you can whack him, so approach with care.

You should be able to hit him two or three times each time he lands. Take your time and you should ruffle his feathers.

THE HOBGOBLIN: A nastier form of Electro. He uses the same attack patterns as his statically-charged friend but roams all over the level and is difficult to punch. His bat-shaped jet-glider's trendier than Electro's floating platform, too!

The key is to locate the three web pods located around the platforms then fall to the bottom of the level and dodge the Hobgoblin's attacks until you get a clear shot with your web.

Don't waste web fluid! You have enough to knock him down to one energy bar then it's down to fisticuffs. Keep your cool and he's yours in no time.

DOCTOR OCTOPUS: The brains behind The Sinister Six but this insane scientist is probably the easiest super-villain to defeat. His four extendable metal limbs look impressive but are rarely spider-slayers. The bigger they are...

Just stay on the level above Octopus. Wait until he climbs up then whack him as many times as you can and dodge the claw he throws up at you. He shouldn't cause any problems.

The villains can look forward to prison cells, New York's citizens can rest easy in their beds and Spidey can swing home to his sexy wife...



STREETS OF RAGE 2

If you still can't rescue your mate from the evil hands of Mr Big, Martin Adil-Smith from Ickenham, Middlesex, may just be able to help you. He's worked out which moves are most effective against the end-of-level baddies and guardians. Busy chap, eh?

Level 1

Max: Thunder Tackle
Skate: Corkscrew Kick
Axel: Grand Upper
Blaze: Vertical Slash/Kikousho

Level 2

Max: Super Hammer Punch
Skate: Double Back Kick
Axel: Vertical Kick
Blaze: Roundhouse Kick

Level 3

Max: Thunder Tackle
Skate: Dynamite Headbutt
Axel: Grand Upper
Blaze: Kikousho

Level 4

Max: Thunder Tackle
Skate: Back Flip Kick
Axel: Dragon Wing/Vertical Kick
Blaze: Embukyaku

Level 5

Max: Thunder Tackle
Skate: Corkscrew Kick
Axel: Grand Upper
Blaze: Kikousho

Level 6

Max: Thunder Tackle/Super Hammer Punch
Skate: Corkscrew Kick/Double Back Kick
Axel: Grand Upper/Vertical Kick
Blaze: Vertical Slash/Kikousho/Roundhouse Kick

Level 7

Max: Bear Punch
Skate: Dynamite Head Butt
Axel: Grand Upper
Blaze: Vertical Slash

Level 8

Max: Atomic Drop
Skate: Head Pounder
Axel: Dragon Smash
Blaze: Kikousho/Vertical Slash

GUARDIANS

Jack

Max: Atomic Drop
Skate: Dynamite Head Butt
Axel: Grand Upper/Throw
Blaze: Vertical Slash

Electra

Max: Bear Punch
Skate: Corkscrew Kick
Axel: Dragon Smash/Grand Upper
Blaze: Throw/ Vertical Slash

Ninjas

Max: Power Slide
Skate: Dynamite Head Butt
Axel: Grand Upper
Blaze: Vertical Slash/Kikousho

Samurais

Max: Power Slide
Skate: Back Flip
Axel: Dragon Smash
Blaze: Embukyaku

Firebreather

Max: Atomic Drop
Skate: Head Pounder
Axel: Dragon Smash
Blaze: Kikousho

Bikers

Max: Super Hammer Punch/Elbow Drop
Skate: Back Flip/Double Back Kick/Roller Press
Axel: Vertical Kick/Knee Press
Blaze: Roundhouse Kick/Flying Chop

Chain Monster

Max: Drop Kick
Skate: Side Kick
Axel: Side Kick
Blaze: Side Kick

Kick Boxers

Max: Thunder Tackle
Skate: Corkscrew Kick/Head Pounder
Axel: Grand Upper/Dragon Smash
Blaze: Vertical Slash

Shiva

Max: Thunder Tackle/Knuckle Bomb/Super Hammer Punch
Skate: Corkscrew Kick/Dynamite Headbutt
Axel: Grand Upper/Vertical Kick/Dragon Wing
Blaze: Vertical Slash/Kikousho/Embukyaku

And while we're ragin' around, Sega barmpot Ed 'Sonic Zombie' Lomas has found the locations of the extra lives in this crackin' beat-'em-up. Considering the challenge *SOR II* presents, they're very useful. Take it away, Ed!

Level 1: As soon as the game starts, go to the bottom-left of the screen and the extra life's behind the waste bin in the foreground.

Level 2: When you come out from the front of the truck, go to the top-left of the screen and the extra life's behind the truck's cab.

SONIC 2

This is the last *Sonic 2* cheat I'm ever going to print, I promise! **Garry McPhee** from **Inverness** in bonnie **Scotland** has found a cheat to make Tails become Super Tails!

The first thing to do is to enter the level-select (19, 65, 09, 17 on the sound test) then go to the sound test on the level select and enter the tunes 01, 09, 09, 02, 01, 01, 02, 04. Reset and go to the level-select once more and play 04, 01, 02,06 then select the level you want to start on and hold down [A] and Start until both Sonic and Tails appear.

Collect 50 rings on the level without bashing a TV and press [B] then [A]. A TV should appear. Press [C] once then [B] and Sonic appears with a TV set beside him. Press [C] and Sonic turns blond.

Now smash the TV and Tails starts going barmy with stars and the like flashing above his head. Get rid of Sonic's rings then collect 50 again. You'll have a super pair of superheroes! Hurrah and up with the boat race!

COBRA COMMAND

Fancy some cool cheats for the Mega-CDs first helicopter flight sim? Paul Wayhew from **Colchester, Essex** has found a neat level-select and training mode.

Level select: On the title screen (the one with game start and config mode options), press Up, Left, Right, Right and Up. You should hear a boom.

When you start the game and 'Stage 1' appears, press Right and you should advance through the first level's stages. If you're feeling lazy, press Start to finish the level and advance to the next.

Training mode: This allows you to start from where you were killed, with the offending object removed. On the title screen, press Up, Down, Left, Right and you should hear that boom again. There's now an extra difficulty level, called training.



SOL FEACE

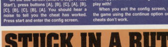
Total Sega headcase and Pink Floyd fanatic Ed Lomas has yet again decided to put pen to paper and jot down a few crucial cheats. This time he brings a level-select and 99 lives cheat for this crap shoot-'em-up. Take it away, Pinky!

On the title screen (where it says 'Press Start'), press buttons [A], [B], [C], [A], [B], [C], [B], [C], [B], [A]. You should hear a noise to tell you the cheat has worked. Press start and enter the config screen.

At the bottom of the screen you should see two new options, 'START' and 'MODE'. The start option is the level-select so you can choose your starting level.

The mode option lets you start with 99 lives — highlight the option and press Right on the joypad five or six times until MY99 appears. You've now got 99 lives to play with!

When you exit the config screen, start the game using the continue option or the cheats don't work.



STUCK IN A RUT

This is the section where baffled game-freaks can place a plea of help on their troublesome game. If a certain cart is giving you grief, pop your problem down on a piece of paper and send it to me, Paz, at STUCK IN A RUT, THE CHEAT CHAMBER, Impact Magazines, Ludlow, Shropshire SY8 1JW.

ALEX KIDD

The first plea is a collective call for help 'cos I've been plagued with letters asking for tips and cheats on the ***Alex Kidd*** series of games on both **MD** and **MS**. If anyone out there has any cheats, tips and solutions, send them in and I'll print them or pass them on.

TERMINATOR MD

Sam from **North Woolwich, London** is having problems getting past Arnie on Level 2 of **Virgin**'s film tie-in. So if any of you know how to get past the Termie himself, drop me a line!

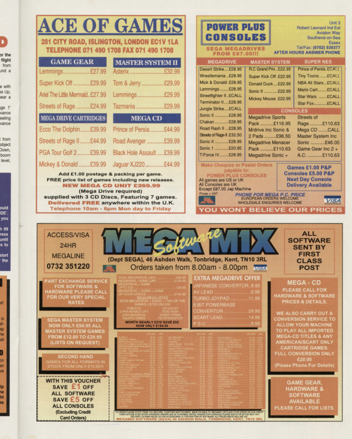
INDIANA JONES MD

C Lyon from **Bewdley, West Midlands**, is having problems on the third level of this all-action platform jaunt. He found our map invaluable but can't keep out of trouble in the catacombs. Reckon you can help? Usual address, please.

LHX ATTACK CHOPPER MD

David Hart from **Margate, Kent**, is stuck on the POW rescue mission in the Libyian Campaign, so if any hotshot pilots can give him a few hints and tips, he'd appreciate it.

Enough of your miserable cries for help for this month. Send your bumph to the usual address and who knows, you might win £50, so you'd be helping yourself as well as some poor stuck-in-a-rut gamer.



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Reviewed!

COOL

Chilled zits? Frozen acne? Close, but no fizzy pop. Virgin Game's new platform bonanza features a little round fella who's one of the best MD sprites ever.

It's not easy being a spot. You may be the coolest dude around, but what use is that when all your friends have been kidnapped by a madman? So goes the story of *Cool Spot* from Virgin Games. You're the round, red dude himself and set out to find your other spot-type mates.

The little guys have been nabbed by the diabolical Wild Wicked Willy Will (!), who's been after the spots for ages. He's captured them so he can prove to the world that the blighters do exist after all and he isn't just a sad old fruit cake with a 7-Up fetish!

As Cool Spot, use all your, er, cool skills to save your friends from a fate worse than Clacton. Spot has a variety of moves such as jumps and zaps bad guys with his fizz blast.

Pass the fizzical!

Travel through 11 bubble-bustin', fizz-filled levels and tackle a variety of enemies. There are no end-of-level guardians to bother with but that's okay — the nasties you find in the levels are more than enough to be getting on with!

On each level, Spot has to collect a certain amount of red dots before he can free his pal from the cage somewhere in the level. Hit the cage and free the spot.

There are other items to collect, such as extra lives, bonus spots and time bonuses. It's best to collect the latter when you see them 'cos the timer constantly runs down. Collect 20 extra spots and Cool Spot's warped to a special bonus stage where you can earn extra continues.

Guide Spot through increasingly tough levels, which include a high-speed train, lethal beach and a construction site. If you think you're cool enough, don your black shades, snap your fingers and save those spots! *Coooool!*

Cool Spot lets out a massive yawn as he waits for you to take him through the next level. His spot friends have been kidnapped and it's up to you to free them. Spot's armed with a powerful fizz attack which destroys enemies. He can also leap long distances to reach safe platforms. Spot is such a cool dude that he wears his snazzy shades all of the time. Cor, worra show-off!

Above: Listen up, Cool Spot! This is your mission: Collect the right amount of red spots and free your pal. Keep an eye on the timer and watch out for enemies. Go for it.

Left: This game's money for old rope! Cool Spot has the ability to climb up pipes and ropes which comes in handy on the harbour levels. Unfortunately there are usually creatures lurking below, just out of view. But Spot isn't without help. Use his special fizz attack to turn the bad guys into pop bubbles. The harbour's packed with surprises such as crabs, flies, worms and killer fish.

SPOT EFFECTS

RED SPOT
Collect a certain amount of spots to free your trapped friend. Grab 20 more than you need for a bonus level.

V-SPOT
These useful items are worth a whopping ten spots. They're often hidden in inaccessible places.

TIMER
Very useful in the bonus level. The timer increases the amount of... er, time you have to finish a section.

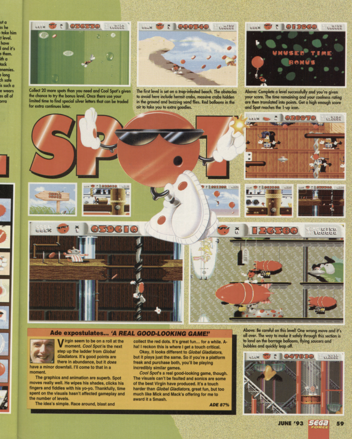
POTION
Running low on energy? Collect this floating object and Cool Spot gains a full recharge. Cool!

MARKER POST
To avoid returning to the beginning of a level when you lose a life, simply touch these posts to record your position.

BUBBLE
Land on this and Cool Spot is encased in a clear globe that floats up the screen. It breaks after a few seconds.

BALLOON
Leap up and grab hold of the floating balloons. They eventually lead to extra items and help you avoid trouble.

VIRGIN ICONS
Found in the bonus levels. Exchange them for valuable continues when all of your lives run out.



Collect 20 more spots than you need and Cool Spot's given the chance to try the bonus level. Once there use your limited time to find special silver letters that can be traded for extra continues later.

The first level is set on a trap-infested beach. The obstacles to avoid here include hermit crabs, massive crabs hidden in the ground and buzzing sand flies. Red balloons in the air to take you to extra goodies.

Above: Complete a level successfully and you're given your score. The time remaining and your coolness rating are then translated into points. Get a high enough score and Spot reaches the 1-up icon.

Above: Be careful on this level! One wrong move and it's all over. The way to make it safely through this section is to land on the barrage balloons, flying saucers and bubbles and quickly leap off.

Ade expostulates... *'A REAL GOOD-LOOKING GAME!'*

Virgin seem to be on a roll at the moment. *Cool Spot* is the next step up the ladder from *Global Gladiators*. It's good points are there in abundance, but it *does* have a minor downfall. I'll come to that in a moment.

The graphics and animation are superb. Spot moves really well. He wipes his shades, clicks his fingers and fiddles with his yo-yo. Thankfully, time spent on the visuals hasn't affected gameplay and the number of levels.

The idea's simple. Race around, blast and collect the red dots. It's great fun... for a while. A-ha! I reckon this is where I get a touch critical.

Okay, it looks different to *Global Gladiators*, but it plays just the same. So if you're a platform freak and purchase both, you'll be playing incredibly similar games.

Cool Spot's a real good-looking game, though. The visuals can't be faulted and sonics are some of the best Virgin have produced. It's a touch harder than *Global Gladiators*, great fun, but too much like Mick and Mack's offering for me to award it a Smash.

ADE 87%



Mat gulps... *'Cooooool!'*

Wait a second. I thought the bloke from the 7-Up ads was Fido Dido! What's that, Ade? Oh I see, due to legal guff, they had to get rid of all references to 7-Up and now it's just the story of a cool dude called Spot? Right, thanks for clearing that up!

Cool Spot's a great platform game but hardly anything new. However, Virgin Games have put in a few surprises to give it some 'oomph'. The bonus levels are a blast and the levels proper are tough enough to provide a challenge for even seasoned gamesplayers. I finished it on my second go but there were hidden spots and parts of levels I hadn't found.

Visually, Spot's amazing. With over 250 frames of animation, he moves brilliantly and is extremely realistic — if Cool Spots existed, they'd looks like this!

Unfortunately, *Cool Spot* tends to get repetitive and collision detection's very ropey at times. Some obstacles are well devious and I have to hand it to the programmers, they cooked up one tricky game.

Spot's a cool character but his game's definitely hot! Check it out, folks!

MAT 86%

Left: You're never sure if Spot's playing with a full deck or not! The eccentric character gets up to all kinds of mischief but his coolness usually helps him survive any trouble. Leave him standing for a few seconds and he snaps his fingers and takes his glasses off to wipe them. What a cool dude he is, folks!

Above: Don't be a bright spark. Fizz-blast the electricity bolts before moving on.

Above: 'I'm innocent,' pleads a helpless spot. Your mates have been captured by an evil madman and it's up to you to stop him. Find the spots hidden in cages throughout each section.

Right: All aboard! The Virgin Games express thunders on as Spot attempts to find out what happened to his red, round chums. Isn't life a pain?

There he is! The bloke in the cage is what you've been searching for. If you've got the right amount of spots, simply blast the lock and you've freed him.

Paul spouts... *'SLICK ANIMATION'*

When I heard that *Cool Spot* was based on an ink splodge with identity, I was more than slightly dubious about the quality of the game — after all, how much entertainment can you have with a red spot!?

I should've known better. Virgin have been the most consistent software house of late — all their new releases have been very good and it seems they can do no wrong. And so it is with Spot, a loveable character with an extremely cool personality and seven lost friends!

It's based heavily on the *Sonic* theory of platform games, ie, collect various items (rings, spots, McDonalds logos), finish each level within a time limit while avoiding the baddies. You might think *Spot* is a *Sonic* rip-off. Well, yes, in a sense, but *Spot* has better graphics and smarter sound mixed together with entertaining levels and bonus games. A very competent package indeed.

All in all, *Cool Spot*'s a great platform game. The action repeats itself over each level but name a platform game that doesn't! It *just* fails to get a Smash.

PAUL 85%



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Left: This section causes a few minor headaches. It's best to look before you leap here. Fire fizz blasts through walls to destroy enemies before you reach that section of the level. The cheese-throwing mice are a nuisance but they can't move. Use the mousetrap as a super-spring to send Spot flying through the air, avoiding dangers below. Scout out spots as you go.

Above: Watch out for the big, fat, freakin' frogs! They spit water at you which drains a load of valuable energy.

Cool Spot hides behind the head of a large balloon. Maybe he's just publicity shy? Find a way off quickly, dude!

Above: Spot reaches a marker post and his position is saved. If he dies, he'll start at this point next time.

Rating

80 PRESENTATION
● Option screen for control set-up, difficulty level, continues and extra lives

93 VISUALS
● Some of the best MD graphics seen. Main sprite moves perfectly, backgrounds are neat

87 SONICS
● Cutesy background music gets annoying. Sound FX are cartoony, sampled speech

82 PLAYABILITY
● Cool Spot responds well to controls, collision detection's sometimes a bit offish

74 LASTABILITY
● Even with adjustable difficulty level, this should take a while to complete

86 FORCE
● A fun and playable platform game with a *Global Gladiators* feel. Worth getting

● PRODUCER: VIRGIN GAMES
● MD: MAY
● PLAYERS: 1 ● PRICE: £39.99



Reviewed!

Game Freak Alley's a haven for rats — just look at last issue's contents pic if you don't believe us. We're not the only ones ravaged by rodents; Bart Simpson's favourite entertainer would benefit from a visit from Rentakil, too!

Krusty the Crown leads a far from charmed life. He always wanted to work in light entertainment but his religious father forbid him such frivolity. Krusty went against his wishes and became a clown anyway. Disowned by his father, Krusty dedicated himself to his job and became the Number One children's entertainer he is today.

Now he's got another little problem. Lots of them, actually: rats. His Fun House is overrun with the vile vermin, from top to bottom. Krusty's *not* an animal lover and will go to any lengths to get rid of them.

To speed up the process, he's enlisted the aid of his favourite family, The Simpsons. On each of the levels, a different member of the family stands at the controls of an elaborate machine, designed to crush, fry or dice rats.

Now, rats aren't the smartest of creatures, but they're not downright dumb, either, and won't wander straight into the machines. It's down to you, as Krusty, to herd them in.

Each level has a number of rooms, which can be tackled in any order. However, it's best to work from left to right; that way, difficulty gradually increases as you rid rooms of rats.

A basic rat-herding principle is that the little devils can only climb a single block at a time. If they're trapped in a ditch, find a block and drop it where they can use it as a step. Similarly, take blocks away so they stay put.

The rats' trail becomes more elaborate as rooms are cleared and involve more and more blocks, tubes, springs and air fans. You can also pick up balls and pies to throw at the giant snakes, birds, flying pigs and aliens who drain your energy.

Balls also eliminate certain blocks, often revealed not-so secret rooms and passages. Magic blocks reveal secret doors and timed bonus sections.

Just because it's a Simpsons game doesn't mean *Krusty's Fun House* is all wacky platform action and gaudy graphics — you have to use your noddle, too!

Poor old Krusty! He's just opened his new funhouse and the place has been infested by rascally rodents. The podgy clown has enlisted the help of the Simpsons and has to rid the amusement park of rats by using skill, courage and a large supply of custard pies. As well as the rats the funhouse is patrolled by snakes, aliens and other wierdos. Spooky!

There are certain blocks that, when kicked, reveal entrances to bonus worlds. The clock starts running the moment you appear so don't hang around!

Warren cries... *'WAY-HEY!'*

They said it shouldn't be done! Er... *couldn't* be done! But Acclaim's Flying Edge label have done it anyway — MS *Krusty's* so close to the original you'd swear it was on a 16-bit machine! It's taken nearly a year in the conversion process but it was worth the wait.

The same stylish presentation leads you to the game... then a rainbow of colours hits you! The number of shades and hues which adorn the graphics is amazing, from subtle pastels to dazzling primaries! I never knew the MS had such colour-handling capabilities.

Backgrounds and particularly sprites are superb. Krusty, rats and The Simpsons are perfect renditions of Matt Groening's illustrations and their animation is equally smooth and cartoon-like.

Gameplay isn't lacking, either. Platform-hoppin' and creature-shootin' are the basics, but complete a few rooms and puzzle elements come to the fore. Tracking the rats and how blocks, tubes, fans and so on affect their progress toward a machine is the major concern and causes much head-scratching. The sense of achievement when the rats are destroyed, one by one, makes it all worthwhile!

There's a minor fault (there had to be *one*): the music. On Mega Drive, the endlessly repeating circus melody eventually became irritating, and the same's true here. Occasional snippets of speech are decent quality, though.

I thoroughly recommend *Krusty's Fun House* to all Master System owners. It's the only puzzle game I know that's both addictive and a treat to the eyes. Put down that beat-'em-up, forget about that shoot-'em-up, buy *Krusty's* and send those rats packing!

WARREN 88%



Mat yelps... *'A PUZZLING GAME!'*

At long last Acclaim have converted *Krusty's Fun House* for the MS. The MD game was an excellent platform challenge and now the 8-bit systems get a look-in!

Play *Krusty's* for a few minutes and you realise it's virtually identical to the MD version. In fact the graphics are so similar you'd be forgiven for thinking this was the original! All the levels are laid-out the same and Krusty's mission is still to rid his house of pesky rodents.

Gameplay is great. Krusty the Clown responds well to joypad movements and decent collision detection means you won't die when you're a million miles away from a nasty (unlike some games I could mention!).

The sound is also remarkably good for the MS. The (in)famous Krusty theme tune bounces along in the background and spot effects are cartoony and clear. Sampled speech is thrown in to great effect!

Overall, this is an extremely enjoyable platform game that gives your mind a workout and your fingers a few blisters! *Krusty's Fun House* is a hit on every system it appears on and the MS version's no exception! **MAT 84%**

FUN FINDERS

RAT
These are the pesky rodents that have infested the funhouse. They're stupid and can only climb one block high.

BLUE BLOCK
Stand on this and press down to pick it up. Place block where they can be used by the rats as steps.

YELLOW BLOCK
Krusty can't pick these up but if he stands next to them he can kick them to the right location.

PIPE
There are pipes in some levels that are incomplete. Place the pipe piece in the right spot to finish the job.

CUSTARD PIES
Krusty has a limited supply of pies so don't waste them. Collect extra to deal with any bad guys.

STEEL BALL
Collect these shiney spheres and use them to knock holes through walls that lead to secret rooms.

Above: When Krusty completes a room the door is padlocked. You can't re-enter the room so instead of clowning around head off to the next one dummy.

KOOL KRUSTY KOLLECTIBLES

BAG
One of the many useless Krusty items that are scattered throughout the funhouse. Worth ten points.

HAMBURGER
No points value. The hamburger restores Krusty's energy level back up to full strength after you're hit.

HORN
The best collectible to get if you're after a high score. The horn is worth a whopping 50 points.

ICE CREAM
As with the hamburger the ice cream increases Krusty's energy level. Unfortunately it ain't worth nothin'!

MUG
Yet another useless piece of Krusty merchandise. The mug increases your score by 20 points.

EXTRA LIFE
There aren't many of these around so get 'em while you can. Gives Krusty an extra attempt at a room.

Above: Watch out for the aliens on the second level. They carry some serious hardware in the shape of laser guns. Try to hit them with a custard pie before they get you.

There are false walls in some levels that have to be broken through. Find the pink block containing the steel balls. You can fire them off and they'll break the wall into pieces.

SF Rating

79 PRESENTATION
● Continues, password system and authentic Simpsons title screens

94 VISUALS
● Amazing use of colour, detailed cartoon sprites, top-class animation

78 SONICS
● 'Hi, kids!' and 'Way-hey!' Krusty speech, jolly but repetitive music

82 PLAYABILITY
● The first few rooms ease you in, gradually introducing the game's elements

88 LASTABILITY
● Once it grabs you, you'll play all day. Later rooms are almost levels by themselves!

86 FORCE
● Brilliant combination of platform and puzzle action. Play it twice and you're hooked!

● PRODUCER: FLYING EDGE
● MS: MAY
● PLAYERS: 1 ● PRICE: £34.99



Looking after a bevvy of beauties was an offer Special Agent Adrian Pittowski couldn't refuse. He and the rest of the crew from SEGA FORCE spent a weekend living it up — wine, women and song. Only the wine's not all it's cracked up to be...

In Night Trap it's your mission to keep a close eye on the weird happenings in an old house. There have been reports of people missing in the area for months and the Martin family are the prime supects. Using monitors hidden throughout the house, keep an eye on the girls staying there and be careful!

'Pittowski here. Undercover agent with SFINCTA (Sega Force INternational Crime Tackling Agency). I've been called over to the Martin household. Five girls have disappeared. They were last seen on the Martins' doorstep. Now, five *more* girls have been invited to stay the weekend with this so-called 'friendly' family.

'The guys at SCAT (Sega's Control Attack Team) have called upon my organisation to investigate the Martins and their freaky residence. They *could* be your typical American family: cable TV, Jeep and a son who's just graduated.

'On the other hand, they *could* be serial killers, chopping their victims into tiny pieces and wolfing 'em down with the odd crate of red wine.

'Hey, that's another thing! The Martins have a vineyard — but where are the grapes? I've managed to conceal myself inside the house, but I don't see these bozos pressing wine. Bottles everywhere — no grapes!'

Girls! Girls! Girls!

'Yo! Keep it down! The girls are here. The Martins have gone out to greet them. While they're away, I'll explain the set-up here.

'We've positioned security cameras in eight locations around the house: near the front door, in the two hallways, a bedroom, the bathroom, living room, kitchen and above the porch. We can keep track of the girls' movements and let base know if anything crazy's going on. Problem is, the girls don't stay in one place, so we'll have to keep flicking between rooms, using the control pad.

'Sssshhh! Here they come! I'll make my way to the kitchen, see if I can make any sense of this goddamn mess...

'I don't believe it! I just overheard a conversation between Mrs Martin and her daughter. The liquid in those bottles ain't wine — it's blood! These creeps distil and bottle it right here in their parlour! What a place! Tubes everywhere!

'Ya wanna know who they get to find the red stuff? Augs. Zombie-like creatures from another planet, dressed in black, who roam the estate for potential suppliers, ie, the chicks who've come to stay the weekend. We gotta do something — fast!'

Safe as houses

'Cool! SCAT have just radioed in. They've laid traps in the same rooms as the security cameras. If Augs are near a trap, the indicator on my viewfinder turns red. I can activate the trap and it's bye-bye, Mr Stocking Head! Now the fun really starts!

'I gotta keep my eye on the clock. It seems Augs enter the house at different periods. I think I should draw up some sort of schedule. Keep track of times and places when Augs make their way into the building. This'll make trapping the critters easier.

'I've been advised to listen in on as many conversations as I can. This is difficult when there are other things going on around the house. Apparently, the traps use some sort of colour security code. I gotta set my device to the correct code before the traps can be activated. The Martins are forever changing the colour, so I gotta pay attention to what they say.

'This ain't easy, guys, but those babes' lives are in my hands. If I don't come good, SCAT will take me off the case. Gee!

'These Martins are up to no good. But how can I prove it? If I'm captured, who knows what'll happen. I may just...

'What was that? Oh my God. It's comin' right at me. This is Pittowski calling SCAT control! Come in SCAT control! I'm...'

Message terminated.

'I said you'd go blind if you did that too much, son'. Martin Snr gives his youngest some useful advice.

The best advice in Night Trap is not to trust anyone. They could be responsible for the bizarre disappearences.

This is your inside contact. She's entered the house undercover and it's up to you to protect her.

The SCAT team commander. He briefs you on your mission and aslo shouts a lot if you fail.

The SCAT team commandos are highly trained soldiers. That doesn't stop them getting their blood drained!

The kid. As usual nobody believes the young lad when he tells them there are creatures in the house.



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It seems that the inquisitive kid is the only one who knows what's really going on in the Martins' house.

If you've got the access code right the traps work and suck the horrible Augs down to their doom.

Above: Keep an eye on people leaving and entering the cellar as they could be changing the access code.

Ade giggles... *'STUNNING!'*

While the graphics in *Night Trap* are the grainy kind we've come to expect, the full-motion video is absolutely stunning. What you're actually doing is directing your own B-movie. *Night Trap* makes you feel part of the game.

You're a voyeur, listening in on conversations and getting up to all kinds of antics in the bedroom. It's easy to get into and isn't brain-strain material, but there's quite a challenge in store for the first few plays. This is a double-disc offering so expect loads of action.

There are many different approaches, depending on which rooms you visit. Remember, everything's set in real-time, so the characters don't grind to a halt just because you're tinkering with an Aug. You may miss vital clues, so flick between rooms as quickly as you can.

The crazy way Augs are trapped and the way the actors camp it up gives *Night Trap* an incredibly tacky yet humorous feel. I like this. There are more of these games to come and they can only get better.

ADE 86%

Above: The Augs are dressed all in black and sneak around the house frightening children and small animals. Their entrance into a room is proceeded by a spooky tune which acts as a warning.

Left: Press Start and the game pauses and a map appears. This is handy as it gives you the layout of the house and helps show you which rooms are linked. The game timer also pauses giving you time to plan your next move against the Augs.

Right: Even though the Martin family appear to be friendly enough there lurks an evil purpose in their hearts. They're working with the Augs to trap young victims and suck every drop of blood from their bodies (yikes!).

One of the Martin brothers. He isn't what he seems, though. What's behind the dark glasses, pal?

Mr Martin Snr is a weird bloke who conspires with the others to kidnap the girls in the house.

The Martins' daughter is an evil girl with a nasty sense of humour. Try to get rid of her quickly.

Mrs Martin may look attractive but beneath the surface she's a tricky, devious woman.

Your mission is to trap the nasty Augs who wander round the house. They usually travel in packs.

The other Martin son works with the others to make sure the girls have a stay they won't forget.

Paul yells... 'HOLDS YOUR ATTENTION'

Wow! Scantily-clad babes and loads of them, this is my kind of game! (Big kick in the shins from 'er indoors.) Sorry. Golly, loads of fully-clothed girls in distress and you've got to help them! Yes folks, *Night Trap* is the first interactive movie on the Mega-CD and the great news is — it works!

The graphics are typically grainy but still look superb as you watch the plot unfold and discover your suspicions about the Martins are correct!

So with all this praise I'm showering over *Night Trap*, you'd expect it to be a Smash. It would if the gameplay was a tad more interesting. All you have to do is press the [B] button when the trap-o-meter goes into the red. Enthralling, eh?

There is slightly more to it, like changing the code once or twice, otherwise gameplay doesn't alter — but who cares! *Night Trap*'s a treat to look at and holds your attention as you trap monsters and try to look down the front of the girls' blouses!

All in all, *Night Trap*'s a good CD game which paves the way for more involved and more enjoyable games.

PAUL 81%

Above: At the start of the game you're given a rundown on what's happened in the house so far and what's due to happen later that evening. The SCAT team are fully armed and ready to kick some alien butt!

Left: Pay close attention to what Mr Martin is saying as it's sometimes vital to the plot of the game. He's working with the Augs to cut short the girls' holiday.

Right: The undercover agent is in the house to keep tabs on the girls, the Augs and the Martins. Help her out when she's in trouble.

Above: Oy, you two! Get back 'ere and finish your tea. The Augs are apparently capable of unspeakable acts of violence but their table manners leave a lot to be desired.

Above: In the kitchen the Martin brothers hatch a dastardly plan to attack the girls staying in their house. Keep an eye on these two guys as they often change the access code.



Above: He's lean, mean and tough. He's a rough fighting machine and one of the hottest commandos that the SCAT team has. Unfortunately he's also just about to get his neck bitten by hungry vampires.



Right: The SCAT team commander breaks contact if your mission is a complete failure.



SF Rating

82 PRESENTATION
● Great intro sequence, over an hour of video footage. No battery back-up

87 VISUALS
● Grainy but superb animation. The Augs are pretty bad actors!

85 SONICS
● Great themes now and again, few FX. Fabulous spoken soundtrack

87 PLAYABILITY
● Fun to play. Not particularly difficult when you've got the hang of things

81 LASTABILITY
● If you don't catch enough Augs, the case is terminated. A double-CD pack

84 FORCE
● Great graphics and sound. You're now part of a game. Lap it up! A great buy

● PRODUCER: SONY IMAGESOFT
● M-CD: VIDEO GAME CENTRE 0202 527314
● PLAYERS: 1 ● PRICE: £54.99



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Reviewed!

'It was Colonel Colman, in the bathroom, with the unusually large cucumber!' We're full of such accusations down Game Freak Alley, but can we put them to good use?

There's been an 'orrible murder down at Boddy Mansion. The victim is the owner, Mr Boddy himself, but who killed him, with which weapon and in which room? It's up to you or one of the mansion's other five occupants to find out.

Between three and six characters can take part and any combination of human and computer-controlled players may be used (bar all MD players — that'd be a demo!). Colonel Mustard, Mrs Peacock, Professor Plum, Miss Scarlet, Mr Green (a vicar in the British board game) and Mrs White were all known to Boddy. More importantly, all have a shady past and a motive to see him six feet under.

Before the game begins, each player's dealt a number of cards (depending on how many are taking part). The cards show people, weapons and rooms which *weren't* involved in the murder, so you can cross them off your list (or the Detective Notepad at the back of the manual). Others are eliminated as the game progresses.

The murderer is...

Players take turns to throw the die and move that number of squares along the mansion's corridors. Secret passages allow swifter movement to those all-important rooms. Once inside, the player suggests a character and weapon — a room's selected by entering it — and the MD gives a related clue.

Clues can be positive, like 'Professor Plum had the wrench' (painful!) or the less helpful negative ones — 'Mrs White was not in the ballroom', for example. Cross-referencing clues is very useful.

Basic gameplay involves going to various rooms and using different character-weapon combinations to gather clues. Each player's allowed two interrogations per game, which can be made anywhere in the mansion. Their murder scenario's played and an aspect of it proved or disproved.

When someone's sure they've solved the case, they can make a full accusation. Get it right and they're the toast of the town. Get it wrong and they're disgraced — and out of the game!

Don't you just love this cart's subtlety? The victim and owner of the mansion, Boddy, was discovered in the study, which means all you have to do is find out who was in that room and what weapon they had in their grubby little mitt. Using the manual's Detective Notepad, that's not as easy as you'd expect — you need a degree in conceptual design to understand how to use it! Pen and paper time.

Above: Professor Plum's made a boo-boo. Rather than interrogate someone and be sure of their guilt, he leapt in with a full accusation. Incorrect, Prof — it's Game Over.

Paul moans... *'STICK TO THE BOARD GAME!'*

I've never played the Waddingtons board game but it's got to be better than this! Graphics and animation are above standard and the sound's very detective-ish but playability's dodgy, to say the least. Even with five skill levels to choose from, interest level never gets far above the minimum.

Board games have never had an easy ride on consoles; *Clue* is no exception. Accessing all the options and characters is easy on a square piece of cardboard but on your MD it's boring and a total turn-off.

Fans of the original will be very disappointed because it reduces the game to a series of options and computer-controlled decisions. Gone are the family feuds as you accuse your dad or granny of knocking off Mr Boddy! You can't take stock of your evidence because of the limited information onscreen and after half an hour's detective work you'll reach for the reset switch.

A fair conversion but one which shouldn't have been attempted. Full marks for effort but low marks for enjoyment! ***PAUL 43%***

Mr Green has to be a top suspect. In the board game we all know, he was a man of the cloth, so what went wrong?



Looks like Mr Green's in trouble! This isn't a simple suggestion — the suspect, weapon and location are arranged in a column in that case — so someone thinks he's the murderer. Green's thought to be a crime boss and certainly short of cash so it's not unlikely. The fiend!

Warren admits... *'VERSATILE'*

Clue? Clue?! It's *ClueDO*, you stupid Yanks! I'm no fan of the original board game but I prefer its name. I like the feel of it, too — the cool cards and the little murder implements. It's to Sculptured Software's credit that they've captured some of the atmosphere in this cart.

I'll get the bad news out of the way. *Clue/do* is silly. I mean, the body's that of Mr Boddy! And I can buy the fact that the murderer bothered to drag Boddy's body to the stairs and tidied the trail behind him, but how come no one knows what the murder weapon was? There's a subtle difference between a knife wound, bullet hole, strangulation marks etc, wouldn't you say?

The silliness continues. To view your cards in this game, other human players must first look away from the screen. Clues are marked off on a confusing chart so it's easier to just write 'em on a piece of paper. And amnesia's often a vital part of *Clue* — after all your detective work, you could discover *you're* the murderer!

Okay, the good news: *Clue* has a simple yet versatile control system, clearly designed board and sub-screens, and musical ditties full of character and humour. There are some neat graphical set pieces and five skill options.

Although it's no *Sherlock Holmes, Consulting Detective*, *Clue* has more than its fair share of brain-tweaking, head-scratching gameplay and plenty of rivalry between players, human or otherwise. However, it's a lot cheaper and simpler to buy the trusty, crusty board game.

WARREN 64%

Above: The start of one of the clues you receive when you make a suggestion (whoever, wherever, with what). The ballroom doesn't exactly look cavernous — the couch and piano have scant space between them for dancing.

The location of the murder often proves troublesome to determine. There are six suspects, six murder weapons... and a fat nine rooms. You can gradually cross them off your list, but often not quickly enough to win the game.

Above: One of Clue's three male suspects is up to no good, but holding a weapon, however expertly, isn't a guarantee of guilt.

Would this archaeology expert dig the knife into Boddy?

Planning a bird sanctuary. Would you dare wrench her out?

Rumoured to be a gangland boss. Did he 'lead' Boddy to death?

A respectable maid... but did she carry a torch for Mr Boddy?

Ex-marksman. Does that fact revolve around the murder?

A sultry temptress. Did she rope Boddy into trouble?

SF Rating

78 PRESENTATION
● A maximum of six players, up to five can be computer controlled, five skill levels

62 VISUALS
● Clear board, big dice-throwing hand, authentically old-fashioned room graphics

79 SONICS
● Plain effects but a variety of fitting tunes and jingles add a lot to the feel

49 PLAYABILITY
● Controls are easily mastered but there's nothing here to grab you

58 LASTABILITY
● The variety of player and skill combinations will appeal to those who enjoy detective work

54 FORCE
● A good attempt at converting the classic board game but not as fun as the real thing

● PRODUCER: SCULPTURED S/WARE
● MD: VIDEO GAME CENTRE 0202 527314
● PLAYERS: 1-6 ● PRICE: £39.99



Reviewed!

MD owners are already spoilt for choice when they fancy dribbling a basketball. Is the latest sim a bounceboard-shattering experience or a slow leak?

It's time to strap on your Nike trainers and take to the court for some serious basket-bashing! Step into the shoes of some of America's top basketball players and challenge *NBA All-Star*'s tough opponents.

NBA isn't a basketball sim, as such. Instead, top players from around the States face each other in a series of events. This one- or two-player game lets you and a friend play against each other or a computer-controlled opponent.

There are five events, including one-on-one, free throws, three-point shoot-out, H.O.R.S.E and one-on-one tournament.

One-on-one sets you against another player and a time limit as you try and score as many points as possible. Free throws sees you standing on the court in front of the basket. You have to guide a cursor over the basket and shoot at the correct time.

In a three-point shoot-out, you're given five shots from five different spots around the court.

A game plan called...

For the oddly-named H.O.R.S.E, you and an opponent take it in turns to shoot at the basket. Miss a shot and you have to take the next one from wherever your opponent was standing. Every time you miss the basket, the opposing player gets a letter, ie, 'H'. Miss five shots and it's all over.

Finally, there's a one-on-one tournament where you select four players who then face another four players. The winners from each match go on to play each other until only one's left standing.

Other options include selection of skill level, time limit and whether you want to play for points.

To capture the electric atmosphere of a one-on-one basketball game, check out *NBA All-Star Challenge* and hit the court!

Left: Take to the court and get ready for intense basketball excitement in *NBA All-Star Challenge*! Pick from the top American players and choose from a variety of options. You need good reflexes, excellent ball control and a decent pair of trainers to win.

In the one-on-one tournament, pick the players who compete against each other in a series of games.

Timing's crucial — your opponent's unlikely to give you a second chance at the basket.

If your aim is true and your coordination good, you'll shoot baskets time and time again.

NBA ALL-STAR CHALLENGE

Mat murmurs... *'NOT EXACTLY GRIPPING'*

NBA All-Star Challenge isn't quite what I expected, that's for sure! If you're a fan of basketball, it's just possible you'll like it. However, be warned: this isn't a high-speed game of basketball. Instead, it gives you the chance to do your Michael Jordan impersonation. The five events hone your shooting and tackling skills but that's about it.

The programmers have gone overboard with the options, allowing you to alter the time for each challenge, difficulty level, choose an opponent from a seemingly endless list of players and more.

Unfortunately, all the options in the world can't disguise a bad game. The challenges are as dull as dish water! There's just you and the opposing player. You're aim is to score baskets and... that's it! The events are virtually identical, apart from the three-point shoot-out, where there's no other player to bother you.

Overall, *NBA All-Star Challenge* lacks real gameplay, which puts it right at the bottom of this month's 'must buy' list.

MAT 68%

If you're tackled and the ball is stolen away, the opposition get a chance to score. You can get the ball back by leaping in the path of the ball.



Paul howls... 'BORING'

Basketball sims have always been a bit on the dull side, as far as I'm concerned. Throwing a ball between tall people then bunging it in a net has never struck me as an entertaining sport. And so it is with *NBA All-Star Challenge*.

It's programmed well and features quality digitised graphics and smooth-flowing animation The choice of options and game types is sure to please basket-aholics but the action's strictly one-on-one. This is *NBA*'s failing.

There's only so much action generated by two blokes tackling each other and scoring baskets. The choice of stars and games holds the attention until you discover that's all there is to it. Beat all the stars and you've little incentive to play again.

If *NBA All-Star Challenge* was a game within a game, it would be great, but in comparison to full basketball sims (any of EA's, for example), it has to go down as boring, boring, boring!

PAUL 58%

In a three-point shoot-out, you're given five shots from five different places. The more baskets, the more points.

Even though he's not on court, the referee's always on hand to make sure the rules are always enforced.

The pressure's on in H.O.R.S.E as you and your opponent take it in turns to shoot baskets. Miss a shot and a letter appears on the scoreboard. Miss five shots and you're out.

Above: As in a standard basketball game, you're penalised for running and holding the ball.

NBA All-Star Challenge recreates the atmosphere of a one-on-one game with you as the star player.

It's important to take your time when shooting a basket. A misjudged throw could cost valuable points.

SF Rating

72 PRESENTATION
● Tons of options allow the adjustment of skill level, number of players, time limit

68 VISUALS
● Good digitised pictures of players, realistic sprite animation

61 SONICS
● Decent theme tune and sound FX give the feeling of being on a basketball court

75 PLAYABILITY
● Players respond well to joypad movements, options are easy to get to grips with

53 LASTABILITY
● Even with loads of options and players to choose from, it gets tedious after a while

63 FORCE
● Enough to keep you occupied for a few hours but lacks real basketball gameplay

● PRODUCER: FLYING EDGE
● MD: IMPORT
● PLAYERS: 1-2 ● PRICE: £39.99

KINGS OF THE COURT NBA'S TOP DUNKERS

IN "YOUNG FRANKENSTEIN" HE PUT ON THE RITZ AS FRANKENSTEIN'S MONSTER

JEOPARDY

Bored of board games? Sick of sit-coms, rattled by re-runs? Try the new form of console entertainment — it's a quiz show and MD game rolled into one! And Jim Bowen's nowhere in sight. Hurrah!

Quiz shows are notoriously dodgy on Sega consoles. When you rely on computers to generate the excitement of a live quiz show, you end up with a wet lettuce that's about as much fun as a sauna in a heat wave!

Is *Jeopardy* gonna be any different? Gametek think they're onto a winner and have dolled the game up to try and capture the ambience of the longest-running quiz show in American history!

For those who haven't seen *Jeopardy* (our English version was a bit more low-key), it revolves around three contestants choosing answers from categories of their choice. Answers?! Yeah — the whole point of *Jeopardy* is knowing the question to the answers that appear onscreen (Yanks, eh?) so you've got to think laterally!

Money, lovely money!

The aim is to have the most money at the end of the show... sorry, cart! To do this, accumulate dosh by questioning the answers. Remember, you're up against two other players — either real or MD ones — so you've got to be quick on the buzzer! If you get the question right, you win its value. Get it wrong and the value's subtracted from your score!

After the 'commercial break', the value of each answer is doubled, so if you're lagging behind, there's a good chance to catch up! Also, hidden underneath one of the answers is the Daily Double. Find this and you can bet up to $1000!

At the end of the regular game, the contestant with the lowest score leaves the game and the other two bet as much money as they think they can afford on the Final Jeopardy answer. Whoever has the most money after this round gets to take home... bugger all 'cos it's only a console game! It's all good, clean family fun, so get your granny round and put her in *Jeopardy*... she'll love it!

Warren groans... *'WORST QUIZ'*

Dah de-dum dah-dah de-dah, dah-de– Oh, hello readers, you caught me 'singing' the *Jeopardy* music — it's a winner! A pity about the game itself.

The answer grid's neatly laid out, answers themselves are boldly displayed and the contestants look mostly human. Speech sounds like a chronic asthmatic yelling into a tin can, but FX and jingles are reasonable.

It's nice that three contestants can play... but not so good that two have to use the same joypad to 'buzz in'! A less cumbersome method of entered questions could have been devised.

Many questions have an American bias but computer contestants usually reply correctly and the answers soon repeat, so that problem's replaced by repetition and boredom.

Jeopardy 2, Gametek? **WARREN 43%**

Paul yawns... *'TOTALLY TEDIOUS'*

Why do companies insist on converting gameshows to computers and consoles? Even from my young Spectrum days, I can't think of any gameshow that got a fair deal. *Jeopardy* is no exception.

The game's design has made gameplay tight and restricted. Spelling has to be perfect (you should see some of the words you have to spell!) and you have to phrase your 'question' correctly. It's these kind of quirks that make *Jeopardy* totally tedious.

Graphically and sonically, *Jeopardy*'s good, so it's a pity the concept doesn't work. You'd be a fool to waste you money on this; tape the British version on morning telly and watch it while you play a more entertaining Mega Drive game!

PAUL 47%

Below: A computer contestant has buzzed in to question this botany answer. Unfairly, computer players can knock out replies in a second or two, humans take much longer.



sf Rating

70 PRESENTATION
● Choice of one to three human players, the others are console-controlled

67 VISUALS
● Okay digitised players. Basic but effective board layout

55 SONICS
● Very dodgy sampled speech — good rendition of the *Jeopardy* theme, though!

28 PLAYABILITY
● The way you input answers is a chore and gameplay itself is very user-unfriendly

30 LASTABILITY
● You'll play it twice — once to see what it's like and then to check it's really this bad!

40 FORCE
● Should never have been converted. One for your granny to play at Christmas!

● PRODUCER: GAMETEK
● MD: IMPORT
● PLAYERS: 1-3 ● PRICE: £39.99

THE BIG BREAKFAST MASTER BLASTER

This month, more words of wisdom from The Big Breakfast's game addict, Ben the Boffin. Take a seat as Ben reviews a pile of platform games, both old and new. These are the good, the bad and the ugly!



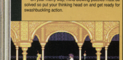


PRINCE OF PERSIA

Persia's Grand Vizier was so impressed with the Prince's girlfriend he kidnapped her! The swine's locked her in a chamber on the highest level of his castle.

As you may have guessed, it's your princely duty to rescue the fair maiden. Oh, if only it were that easy! You have to leap chasms, scale walls and slice up anyone who tries to stop you.

On your merry way, mind-blowing puzzles must be solved so put your thinking head on and get ready for swashbuckling action.



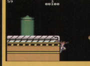
BEN SAYS: 'This is one in the eye for MS critics. What a brilliant game! The graphics are stunning, absolutely packed with detail, the controls are easily mastered and the gameplay's challenging yet addictive.

'The Prince is very life-like as he clings onto ledges and leaps the giant chasms which lie between him and his beloved. The puzzles make *Prince Of Persia* a game for older members of the family as well as the young un's.

'By far the best MS game I've seen in a long time. Brain-teasing without being tedious. Top marks (almost!).

BEN'S RATING: 96%

● PRODUCER: DOMARK
● MS: OUT NOW
● PLAYERS: 1 ● PRICE: £34.99



STRIDER

It's the 21st century and all is not well. A series of unexplained disasters has left good old Mother Earth in a state of turmoil. Meanwhile, out in space, Earth is being scrutinised by the cause of these troubles: the evil Grand Master Meio and his nasty, extra-terrestrial creations.

The Striders are the only source of goodness left in a world turned upside down. They've assigned young Hiryu to visit the Master's third moon and splat as many mutants as possible with his lethal plasma sword.

The courageous Hiryu journeys through collapsing cities, ice-capped mountains and sweltering jungles before his final confrontation with the malevolent Meio!

BEN SAYS: 'Not a bad game but I found the graphics pretty average; the Master System's capable of much better. Hiryu's best features are his cool acrobatic leaps and swift sword action. The controls are easy and the sound's okay but not exactly pant-swinging stuff.

'Most space mutants are a little too easy to kill but some of the end-of-level guardians are almost impossible to annihilate at first, leaving you to rely on luck instead of judgement.

'Overall, not a bad platformer but the graphics are dodgy.'

BEN'S RATING: 61%

● PRODUCER: SEGA
● MS: OUT NOW
● PLAYERS: 1 ● PRICE: £34.99

ASTERIX

The year is 55 BC and the Romans are causing havoc in Gaul (aka France). The whole country's fallen in their wake — except one small Gaulish village. Why, you ask? While the Romans were busy looting and pillaging, a crafty druid named Getafix was perfecting a magic potion to give his village invincibility.

But gasp, shock and horror, the rascally Romans have kidnapped Getafix. Surely the Gauls are doomed. But have no fear 'cos Asterix is here, on his way to save the day with Obelix, his tubby friend.

You take the part of Asterix or Obelix in each level and battle through Europe and Africa, so slip on your toga, pick up your menhir and get ready to kick Roman ass!

BEN SAYS: '*Asterix* is brilliant. The cartoon-like graphics are great, controls are easy to handle and the soundtrack had my little feet tapping.

'There are loads of levels, including a desert and arctic level, with a stubborn guardian to conquer at the end of each. Turning a wild boar into bacon's one of your many tasks!

'Each level's different, depending on which character you choose, so it's like having two games crammed into one! *Asterix* is a top-notch platform game.'

BEN'S RATING: 91%

- **PRODUCER: SEGA**
- **MS: OUT NOW**
- **PLAYERS: 1 ● PRICE: £34.99**

RISKY WOODS

Oh dear, it seems all the monks in Risky Woods have been turned to stone. Who could have done such a thing?

It's the dastardly Draxos and he's spreading evil throughout the forest. There are rotting corpses roaming around as far as the eye can see — not a pretty sight.

But don't despair, all is not lost. As always, there's a good guy and he's come to save the day. Rohan, the young warrior, is the hero who delivers justice to the evil zombies and releases the monks from their stony existence. Once the monks are free and dirty Draxos defeated, the woods won't be so risky!

BEN SAYS: 'At first *Risky Woods* seems to be the perfect platform game. The graphics are brilliant and the soundtrack's annoyingly catchy — you find yourself humming it at most inopportune moments.

'Unfortunately, after a couple of minute's play you realise just how frustrating *Risky Woods* is. The numerous creatures that come running toward you mess up the simplest of moves, such as jumping. If you're not careful, you find yourself shouting obscenities at your console!

'Great graphics but too frustrating to be enjoyable.'

BEN'S RATING: 64%

- **PRODUCER: EA**
- **MD: OUT NOW**
- **PLAYERS: 1 ● PRICE: £39.99**

SHADOW OF THE BEAST II

He's shady and he's beastial! *Shadow Of The Beast* has returned with a new dilemma. Zelek, the Beast Mage, has captured the Beast's sister and whisked her off to the bleak and hostile Kara-Moon.

Armed only with a mace, your objective is to rescue your sister and defeat Zelek. To make your task more interesting, you're confronted by a variety of beastly bad guys, including a fat giant called Tubby and tough bombing caveman. Look out for the collectables scattered throughout your journey.



BEN SAYS: 'I'm afraid I was none too impressed with this. The visuals are innovative and the tribal soundtrack's cool, but to be brutally frank, gameplay's quite dull.

'The tasks are difficult to master, which takes most of the enjoyment out of playing, but the most annoying thing is the fact you only get one life and there's no continue feature. Crazy or what?

'Sorry to cast a shadow of doom and gloom, but apart from the graphics and sound, it's pretty unexciting.'

BEN'S RATING: 45%

- **PRODUCER: EA**
- **MD: OUT NOW**
- **PLAYERS: 1 ● PRICE: £39.99**

DONALD DUCK & THE LUCKY DIME CAPER

Devastated by the kidnapping of his three sons and the theft of his lucky dimes, Uncle Scrooge promises Donald Duck a reward for their safe return. Join Donald in his search for Huey, Dewey and Louie.

Pick up the useful gadgets scattered throughout the game but watch out for traps set by the slinky sorceress, Magica De Spell. Battle through six treacherous lands until you meet the wicked witch herself for the final conflict.

BEN SAYS: 'Watch out for this — it'll drive you quackers! (Very poor indeed —Everyone.) Sorry, I couldn't stop myself.

'Actually, *The Lucky Dime Caper's* pretty damn good. Visuals are cute, funny and detailed. Numerous continues and choice of starts points make it perfectly playable.

'Beware, it starts quite easily but soon becomes challenging and hard to put down. The spiders are particularly nasty. Smash them with your hammer and they vanish. Just when you think it's safe to continue, they swing back onto the screen, meaner than ever. 'A good game, great graphics and highly playable.'

BEN'S RATING: 93%

- **PRODUCER: SEGA**
- **GG: OUT NOW**
- **PLAYERS: 1 ● PRICE: £29.99**



Don't forget, you can catch Ben on the Big Breakfast, Thursdays, just after 7.30. Zig and Zag are on Master Blaster Tuesday mornings.



When it comes to buying and selling, the SEGA FORCE crew know where it's at. We're the ones planning to turn Canary Wharf into a theme park, so playing Monopoly's second nature. But is the Mega Drive game worth it's salt?

We've never been fond of console versions of board games. For a start, there's no cheating allowed, and secondly, you can't lob the playing pieces at each other! Could this classic board game conversion hold our attention?

Hmmm... The visuals don't take much describing. You've got the playing pieces (why the wheelbarrow looks like a hypodermic needle we're not too sure), board, crinkly stuff, dice and cards.

Choose the number of players (two to eight; the computer can play if you wish), enter names then let the Mega Drive do its stuff.

A hand pops up and rolls the dice, then your playing piece hops around the board. If you land on a property, decide whether to purchase it or offer it for auction. Later, buy houses or trade with each other.

Wotta luverly Community Chest!

And of course, you've got your familiar features like Community Chest and Chance. There are all the old favourites: 'Ade, you've won a Chippendale lookalike competition, collect £200' and 'Paul, you've dropped Pot Noodle down your new Armani suit, move back five spaces and scrape it off' — things like that (we jest, dear readers, we jest!).

Controls are fairly simple. When it's your turn, options are highlighted and you press [A], [B] or [C] to suit the occasion. Buying railway stations, landing on other folks' property and getting flung in the slammer are all par for the course.

The wheeler-dealer with the most dosh and property gets to blow raspberries at everyone and pretends to rush out and purchase a chateau in the French countryside; the others attempt to convince him this isn't real life and the wad in his wallet is Monopoly money. Perhaps tiddlywinks would be less traumatic...

We all remember the top hat counter from the board game, but since when did it have a rabbit hiding inside?! For the sake of artistic licence, we'll excuse it.

Below left: One of the title deeds, showing the various rent values which must be paid if the site's owned by a player when you land on it.

Above right: Uh-oh! Mat's landed on a property owned by the computer-controlled player. A cash till graphic appears and automatically deducts it from his account.

Above: To counter-bid at the auction, use the D-pad to point the arrow at your name and press button [A].

Ade moans... *'I CAN THINK OF BETTER THINGS TO DO'*

No! No! No! No! There's something about the board game that's makes it such a winner. It's a family thing, a chance to be ruthless, a chance to drink gallons of wine and wolf loads of Chipsticks. The Mega Drive version of *Monopoly* offers no incentive to do any of these.

You sit there for ages, trying to view your property cards, trying to keep track of your money, trying to hand over play to one of your mates, trying to fathom out whether the freehold you've landed on is a wise investment, trying to quit out of auction mode, trying to slit your wrists with the MD joypad, trying to... (yes, we get the gist, thank you! —Mat). That's what *Monopoly* is — trying... very trying!

Okay, so the pics and animation are pretty, but none of the vital pieces of information are ever close to hand. Forget planning moves in advance, you can't look at your cards and property while other players are having their turn.

All the fun's been taken out of play. There's no banker to argue with, no crinkly stuff to hide up your sleeve when your mates have got their backs turned — nothing!

I can't recommend this. Why shell out loadsa wonga when the board game's a lot cheaper and a heck of a lot more enjoyable?

ADE 48%



Warren sighs... *'I LONG FOR THE PROPER BOARD GAME'*

In my youth, I was real business tycoon; the Monopoly champ of our household. A hotel on Mayfair and Park Lane, a whole slew of houses around the board, a wad of those lovely £500 notes, both 'get out of jail free' cards... the works. MD *Monopoly* brought back fond memories, but made me long for the 'proper' board game.

It's well presented and the options are ultra-comprehensive. You can choose how much cash each player begins with, what property they own and buildings they have, or play a timed or preset game (cash, property etc already allotted).

There are plenty of in-game options, too, but you have to wait till it's your turn. To keep track of your property, you have to memorise what you've bought or write it down, which rather defeats the object of a console conversion!

When you land on a new property, you have to buy it or offer it for auction, a duff rule which I've never used in the board game. It spoils the fun of having to roll the right number for the properties you want. There's also an obscure trade option (which requires undue concentration) and a limited number of houses and hotels.

The playing pieces hop along the board in an amusing manner and the Monopoly man — y'know, the old geezer with a 'tache and top hat — performs various amusing actions when Chance and Community Chest cards are drawn. Neat cash till and state building graphics swallow notes. A jovial tune bounces along in the background and there's an occasional burst of speech.

But when it gets down to the nitty-gritty, I'm in agreement with Ade. You can't beat a big square of cardboard, bright paper money, little metal tokens and plastic buildings. **WARREN 53%**

Right: When you pay for a building on your coloured set of properties, a giant hammer knocks 'em into shape.

The biggest graphic in *Monopoly*, a giant hand shakes two dice and flings 'em across the board. Your token then rolls, hops or jumps along a scrolling board strip, while the old Monopoly geezer sprints by (fit for a man his age!) and music or sound effects play.

SF Rating

49 PRESENTATION
● Player options, choice of pieces, onscreen cards and options during play

52 VISUALS
● Some animated sequences when tokens move. Board, cards and a big hand!

48 SONICS
● A couple of theme tunes. Bits of music a sense of occasion, rare speech

51 PLAYABILITY
● It's hard to keep track of what's going on sometimes. We got bored fairly quickly

49 LASTABILITY
● The board game takes hours to play. This gets frustrating and you may give up

51 FORCE
● A nice try, faithful in parts. Die-hard fans of the board game won't be impressed

● PRODUCER: SCULPTURED S/WARE
● MD: COMTAZIA 0384 261698
● PLAYERS: 1-8 ● PRICE: £39.99



Reviewed!

An aging conversion of an older coin-op has staggered to these shores. Was it worth the journey or should it have stayed home?

In a once-peaceful neighbourhood lives a man called Kei. A few years ago, Kei was known throughout the land as the boxing champ. He won every fight within two rounds but has spent the last few years of his life in restful semi-retirement.

Things are about to change.

The Kageki street gang has started operating in the area and their mysterious leader is aware of the ex-fighter's presence. He approaches Kei with the offer of a place in the gang as his right-hand man. Kei declines and is warned he might not live to regret it!

A few days later, Kei receives word that his younger brother has been severely beaten by a street gang. Kei realises who's behind it and sets our for revenge.

Beat the boss — and clock

As Kei, make your way up through the nine levels of the Kageki gang's multi-storey headquarters and face the boss himself. Along the way you face gang members and eight henchmen. Use a combination of jabs and strong punches to send the bad guys reeling.

Defeat all the bad guys on each level before moving to the next. The clock's constantly running so don't hang about!

If you're beaten, there are up to nine continues. The option screen also allows you to alter the difficulty setting, energy and opening round.

Prepare yourself for frantic fighting action. Do *you* have fists of steel?

The gasping geezer Kei is punching above is one of the warm-up thugs who attack at the start of each level. They only have a small amount of energy so are soon eliminated.

Left: The fat guy flat out here is the first tough customer encountered. Keep punching!

Mat gripes... 'WHAT A DULL GAME'

Fists Of Steel, eh? *Fists Of Jelly*, more like! Where did this game come from? You might remember Marshal did a pre-play for this months ago. Now it's finally arrived in this country on import and boy, what a stinker! At first glance *Fists Of Steel* looks okay but lurking beneath the surface is a real turkey of a cart.

The graphics are decent enough (even though they look like midget streetfighters!), it's the gameplay that lets it down. The moment your opponent starts clobbering you, there's nothing you can do. You can't block, move out of the way or retaliate in any way. You just have to take your medicine like a man! If you're lucky, you can sneak a punch in every so often.

Luckily there are extra items such as super-punches and hamburgers to help you, but getting to them can be deadly!

Play *Fists Of Steel* for a few minutes and you'll be dead, bored or asleep. Any of these are enough incentive not to buy this game. There's no skill involved or any fun factor. Stay away!

MAT 39%

PICK-UPS TO STEAL

BURGER: Hardly a traditional Japanese meal, but fast food restores a sizeable chunk of energy, er, fast. Often a life-saver.

FOOD TIN: Thrown into the ring by the boss's girlfriend. Raises your energy raises to maximum. Only found on the later levels.

POWER PUNCH: Useful when you're dealing with tough foes. The power punch knocks off more of their energy than a normal attack.

These are the standard type of criminal you fight. Easily beaten.

The first boss. Get him into a corner and keep throwing punches at him.

This muscle mountain can take a pounding. Keep your distance.

The spotty bloke can be beaten with a combination of punches.

Boss four gives you a hard time unless you keep him at arms length.

This fat sumo takes loads of hits and can replenish his own energy supply.

The guy with the vest is an ex-boxer. Watch out when he turns green.

The main boss's right-hand man. He gets rid of henchmen who fail!



Warren scoffs... *'I WON'T PLAY'*

If Sage's Creation reckon this game's made of steel, I'd hate to use their cutlery! I haven't played such a limp, insipid MD beat-'em-up for months. *Fists Of Steel*'s been around for about a year in the States, but even at that time shouldn't have seen the light of day.

I'm embarrassed to admit *Fists Of Steel* received a favourable preview in SEGA FORCE's dim and distant past. I was quite looking forward to playing it, but as soon as I got past the title screen and options, I wished I'd plugged in an old fave like *Streets Of Rage*.

Screenshots of *Fists* are pleasing to the eye. Unfortunately, they have about as much animation as the game itself! Whatever the action, sprites flick between two frames in a highly jerky, unrealistic manner. The music's plain and speech is so garbled it's a waste of memory.

You have a dazzling array of punches — two — and no blocking moves, just a haphazard jump. The straight punch is almost useless and you can't leave your defence open if you want to get anywhere, so gameplay's down to hammering the jab button like a lunatic. *That's* where the name's from — you've gotta have fists of steel to endure the endless button-bashing!

This is one of the most unfair, unexciting and uninventive games ever. No way, I won't play! **WARREN 22%**

Left: These street criminals run the gang. The greasy bloke on the left is one tough hombre, as is Spike in the middle. The guy on the right is the main boss. No one knows anything about him but he's apparently a deadly fighter!

Above: The fat fourth foe is floored for a few fleeting seconds! A pity Kei can't put the boot in while he's in such a vulnerable position.

Right: Aside from the tyres and manhole cover, this temple-like room is very pleasing. Don't relax or Kei'll just look at the ceiling!

Above: It's for you-hoo! Some businessmen can't keep off the old dog and bone, not even when they're being bashed by a sweaty Japanese bloke.

Above: Ooooh! Kei's been floored with a flurry of fists only just above the belt. Luckily, he's got plenty of energy and his opponent can't attack till he staggers to his feet again.

SF Rating

62 PRESENTATION
● Options screen allows you to alter difficulty setting, energy level and control set-up

66 VISUALS
● Above-average graphics but sprites are poorly animated. Static backgrounds

39 SONICS
● Unconvincing sound FX that lack impact, naff music and dreadful sampled speech

26 PLAYABILITY
● Controls are unresponsive, characters move badly, awful collision detectiond

38 LASTABILITY
● After a few minutes' play you'll reach for the 'off' switch

30 FORCE
● A boring fighting game that lacks skill, challenge and gameplay.

● PRODUCER: SAGE'S CREATION
● MD: COMTAZIA 0384 261698
● PLAYERS: 1 ● PRICE: £44.99


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There are more playing tips and game maps in these pages than you're likely to find anywhere else — and all 100% dedicated to Sega Mega Drive, Master System and Game Gear games. Unfortunately they've proved so popular we're already out of stock on Issues 1 to 6, but everything else is still available, though you'd better hurry with older editions, because they're going fast!
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Reviewed!

WWF STEEL CAGE

Bodyslammin', canvas-slappin' action as the loudmouths in lycra leggings hop into the ring and onto the Master System. But the question is, who will leave it again? Join us at the ropes.

Possibly the biggest craze in America has taken Britain by storm and now the world of WWF has arrived on the Master System. *WWF Steel Cage Challenge* takes the top wrestling stars in the States and gives you the opportunity to put them through their paces in the ring. There are ten musclemen to choose from, including Papa Shango, The Undertaker, Randy Savage and of course the Hulkster himself, Hulk Hogan.

A wealth of options allow you to play in a number of different ways. Play against the computer, against another player or two people can team-up and tackle a computerised opponent.

Select the first option then choose one-on-one or tag team. One-on-one is a straightforward wrestling match where pinning your opponent to the floor for a few seconds makes you the winner. Tag team lets you pick a strange partner and the two of you take it in turns stepping into the ring to dish out and receive damage.

Stars behind bars

The final option is where *WWF Steel Cage Challenge* differs from other wrestling games. Choose a regular match or for another kind of game, opt for the Steel Cage match.

This puts you and an opponent in a ring surrounded by steel mesh. The first wrestler to climb to the top of the cage is the winner so it's up to you to make sure your not left on the floor!

Each wrestler has the same set of moves and practice soon makes you a master of the ring. Punch, kick and bodyslam your way to the top.

There's only one winner in the world of *WWF Steel Cage Challenge*. Will it be you?

Slam opponents into the canvas and grapple with the greats in *WWF Steel Cage Challenge*. Choose from the top stars of the wrestling world and take on tough guys or team up for tag team tactics! There are ten wrestlers to pick from including Hulk Hogan himself. Use blocks, punches, holds and throws to send the opposition flying then pin 'em down to be declared champion. Raise your fists and shout 'Yeah!'

Hulk Hogan: The undisputed champion of WWF.

Ric Flair: His eye for the ladies is his weak spot.

Irwin R Shyster: He might wear a suit but he's no nice guy.

Papa Shango: The master of voodoo and tricky moves.

Randy Savage: He's as loud and tasteful as his clothes.

Warren drawls... 'FUN BETWEEN FRIENDS'

I don't care what anyone thinks of me, WWF wrestling programmes are one of the few good reasons for getting a satellite or cable system, along with *The Simpsons*, movie channels and MTV. I can't resist the flamboyant costumes, ridiculous names, blatantly staged fights and grown men acting like big kids!

The Master System's wrestling game gets off to a good start: my favourite WWF star's in it, The Undertaker. But like all *Steel Cage*'s wrestlers, all you see of him is a portrait barely larger than a postage stamp and an average-sized sprite getting lost inside a big wrestling ring. WWF games need plenty of static intro pics and large, easily identifiable to capture the spirit of the real thing. If *Steel Cage* were a bigger cart, memory-wise, these things could've been done, but...

As it is, though, there's nothing disastrous. The sprites are remarkably detailed and move well. The ring and surrounding area are sparse but there's a crowd out there somewhere — a respectfully quiet one. Like most MS games these days, the sound's dead average.

Steel Cage isn't packed with moves to master but they're dependent on the distance between wrestlers so take time to get used to. The computer-controlled guys are tough nuts — the two human versus one MS wrestler option's fairer than you'd think — but *Steel Cage* is most fun between two friends.

The famed Steel Cage option's bad news! Even on 'Easy', the computer opponent soon decks you then runs away — he's out of the ring before your head's off the canvas! *Tough*.

Wrestling fans with wrestling friends will take to this like Randy Savage to baby oil, beat-'em-up addicts should enjoy the occasional match or few. Not bad but far from brilliant.

WARREN 66%



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Above: The Hulkster comes crashing down on a fellow wrestler with considerable force. Ouch!

Above: Once you've been thrown to the canvas there's no escape from the relentless pounding of your opponent.

Above: Give us a hug, mate! Hulk Hogan tries making friends with the Undertaker. He's not keen!

Above: A successful hold is followed by a powerful throw. Then use kicks or punches to finish 'em off.

Left: Hulk Hogan gets to grips with the mighty Tatanka! Get close to an opponent and the computer automatically performs a hold. It's up to you to press both buttons as fast as possible to beat the other player. If you succeed, you pick them up to deliver a nasty bodyslam. Pin him to the ground for three seconds and you're the winner. Ready for the next challenge?

E CHALLENGE

hes.

Bret Hart: A short temper makes him tough.

Shawn Michaels: A good wrestler with a lot of talent.

Tatanka: A man of muscle with a brain to match.

Ted Dibiase: A wealthy but crooked wrestler.

The Undertaker: He's a mean and moody menace.

Come on, then, if you think you're 'ard enough! Two tough wrestlers face each other in the ring. The bloke in black on the left is your tag team partner. If you're in trouble, make it to the edge of the ring and tag him so he can take a battering for you.



Mat murmurs... 'POOR GAME'

Acclaim have a knack of surprising me. I expect the worst and most of the time their stuff's worth waiting for. Unfortunately, *WWF Steel Cage Challenge* is one of those games that just shouldn't exist on the MS.

There's very little difference between this and the MD game. The main alteration is the inclusion of the Cage match. For those who aren't familiar with the idea, let me explain. Two wrestlers get into a steel mesh-walled ring and the first to climb to the top of a wall is the winner. Hmm... gripping stuff it ain't!

. The most obvious problem is the limited amount of moves each wrestler can perform. You have a punch, a kick and that's about it. Certain moves can only be used when you're near an opponent and half the time you don't know how you managed to throw someone to the ground or pin them down. It's all done by accident.

This gives *WWF Steel Challenge* a low skill level in my book. It's not as if you can master moves and become a top-notch wrestler. Just keep your fingers crossed and hope for the best!

The graphics are up to Acclaim's usual high standard but the poor gameplay lets down a half-decent wrestling game. Not exactly mind-blowing stuff but worth checking out just for Hulk Hogan's crap hairstyle.

MAT 59%

Above: Hold down both buttons and press left or right to bounce off the ropes. Follow through by pressing [1] or [2] to deliver a vicious attack. The flying tackle is useful.

Left: There's no escape from the devastating power of a drop kick. Unlike the MD version there's no way to roll out of the way so just lie there and take it.

Above: Stay out of the ring for more than ten seconds and you're disqualified. It's best to get back in the ring, pronto.

Above: There are only a few moves that each player can perform. Press button [2] to activate the move.

Left: Select the tag team option and choose four players to take part in the match. Play against the computer, team up with another player and take on the computer or simply compete against a friend in a war of muscles!

The steel cage challenge gives you the chance to take on other wrestlers in a metal cased arena.

'Wait a second. Where's the referee? This is hardly what I'd call a fair fight. Hold on, don't... oomph!' Bad luck, Hulk!

SF rating

77	**PRESENTATION** ● Nice choice of options including one or two players, tag teams and cage match
80	**VISUALS** ● Small but well defined sprites. Animation is good, though moves are limited
45	**SONICS** ● Tinny, unconvincing sound effects. Theme tune's very average
68	**PLAYABILITY** ● As with the MD version, the control method's a bit dodgy. Moves are often tricky
60	**LASTABILITY** ● If wrestling is your cup of tea, this should keep you happy for a while.
63	**FORCE** ● A decent game that unfortunately lacks depth or real addictiveness

● PRODUCER: ACCLAIM
● MS: OUT JULY
● PLAYERS: 1-2 ● PRICE: £34.99



WELL WICKED WEBBED WONDERS.

'Spins a web any size, catches thieves just like flies...' And, if you're lucky, good old Spidey will help you grab an exclusive Spider-Man booty bag, courtesy of those sinister bods at Acclaim!

Dr Octopus just won't let it lie! He's back with a plan for Spider-Man obliteration and world domination. He's gathered together many of Spider-Man's old enemies to take on the webbed-wonder and, once he's ousted, Earth and all that's in it will soon be his. Tragic, huh?

But hopefully, if you purchase GG *Spider-Man 2: Return Of The Sinister Six*, you'll put a stop to the multi-armed bad guy's plans.

Web I never!

In the meantime, Acclaim have a staggering array of prizes to fling at SEGA FORCE readers. Take a look at this little lot.

On the conveyor belt tonight are: 10 Spider-Man videos, 25 Spidey T-shirts, a collection of figures and some well wicked Spider-Man holograms in a smart presentation box.

To stand a chance of winning a Spider-Man booty bag answer this brain-boggler...

What's the name of the newspaper Peter Parker (aka Spider-Man) works for?

Think you know? Scribble the answer down on a postcard or sealed-down envelope and get your entry in by 3 June, 1993. The address to write to is: SINISTER SIX COMPO, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Good luck!

We'll dig into a webbed mask and the first correct entries we get will win the prizes.

Don't forget to let us know if you don't want to receive mailings from third parties.

The Survey!

THE DEADHEAD GAME-FREAKS SPEAK!

Here's what you had to say about SEGA FORCE, the SF Deadheads, the consoles and, not least, yourselves in our Issue 14 survey.

Not every magazine under the sun likes to give its readers results to surveys, but then, we have to say it, SEGA FORCE isn't like any other magazine. There weren't too many surprises in your replies, but it is refreshing to see a varied range of opinions on so many different subjects.

So, without more ado, we'll rip open the little yellow envelope and here are the results of the Deadhead Game-Freaks' Survey from Issue 14!

Getting yer mits on SEGA FORCE

Not much doubt about the first question in this section: 79% first discovered SEGA FORCE in their newsagents, with a respectable 12% hearing about it from a friend. 75% buy every issue and 15% every other issue, and of the total, 68% reckon they'll definitely buy the next one. You're pretty protective of your copies,too, with 86% keeping them carefully for later information.

Your thoughts on SEGA FORCE

Reader survey results are often regarded with suspicion on the grounds that those who bother to respond are biased towards the title anyway. However, when asked how much you like SEGA FORCE 66% liked it loads — a good, but not licky-lick response, with another 31% liking it well enough.

As to your major likes and dislikes in the magazine, here's the Top 10:

Likes	Dislikes
1. Reviews	1. Nothing
2. Tips & Cheats	2. Advertisements
3. Guttersnipe	3. Too few MS reviews
4. News	4. Drawings
5. USA news	5. USA news*
6. Free gifts	6. Too few GG reviews
7. Gutter Talk (News)	7. Too many MD reviews
8. Competitions	8. Game Gear reviews
9. Posters	9. Blurry screenshots
10. MS reviews	10. 0898 Competitions

* More people liked Marshal's USA bits than disliked them!

And for what you think of SEGA FORCE's coverage of all topics, see the graph (right) — the more longer red bars there are, the better we're doing!

We wanted to know what you think of SEGA FORCE reviews. As to the ratings 53% find them extremely useful and 39% generally useful.We get the ratings spot on, say 57%, while 10% reckon we over rate, 12% think the opposite and 17% haven't been able to afford sufficient of the reviewed games to be able to say!

When it comes to who of the reviewers you trust the most, Adrian Pitt comes off marginally best at 28%, followed by Mat Yeo at 25% and Paul Wooding at 21%. Warren Lapworth gets a modest look in (after all, he doesn't review loads of games anyway) with 7% of readers trusting his judgment.

On the purely writing side, the egregious Gutter Snipe comes off best, preferred to all others by 24%. Adrian and Mat tie with 21%, Paul gets 15% and Warren's loyal band of followers plump for him as they did before and come in with another 7%.

Editorial coverage

Yellow = TOO MUCH; Red = ABOUT RIGHT
Green = TOO LITTLE; Blue = DON'T KNOW

0 10 20 30 40 50 60 70 80

News (Gutter Talk)
Editorial comment (Gotcha!)
Game Previews
Mega Drive Reviews
Master System Reviews
Game Gear Reviews
USA News
Virgin Charts
Game-related Features
Other Features
Playing Tips
Letters (Guttersnipe)
High Scores
Competitions
Club Card
Classified Ads
Centrefold Posters

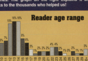
On SEGA FORCE game maps, there's a more varied spread of thinking. Overall, 69% rate them as very useful to handy, but 27% — while not minding them at all — don't usually use them much.

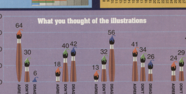
We asked you to comment on the Oliver Frey drawings used in SEGA FORCE (although we have been using less of them within the reviews lately). The graph at the bottom gives the results. In the main, most readers seem to enjoy them One thing we wanted to know was whther you think they are too violent, or not violent enough. On this question there is a mixed bag of responses.

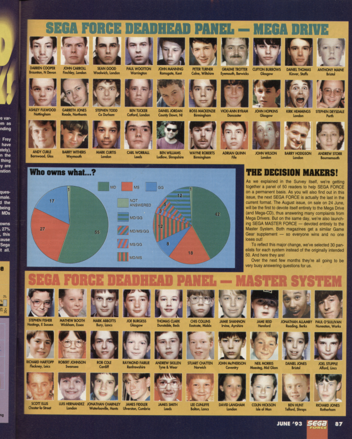
About you

Not too many ballots were 'spoiled' on the sex question! 96% of you are male and 4% (count 'em) female. SEGA FORCE's age range is surprising, and the graph better reflects it, with younger readers being predominantly MSy owners and older owning MDs as well as Game Gears.

Finally, we come to the question as to who owns what. On a straight split 55% own a Mega Drive, 27% Master System and 17% Game Gear. However, this picture is more complicated than it sounds because plenty of readers own more than one of the Sega machines. The graph on the right explains it all. Thanks to the thousands who helped us!







SEGA FORCE DEADHEAD PANEL — MEGA DRIVE

DARREN COOPER Braunton, N Devon	JOHN CARROLL Finchley, London	SEAN GOOD Woolwich, London	PAUL WOOTTON Warrington	JOHN MANNING Ramsgate, Kent
PETER TURNER Calne, Wiltshire	GRAEME TROTTER Eyemouth, Berwicks	CLIFTON BURROWS Glasgow	DANIEL THOMAS Kinver, Staffs	ANTHONY MAINE Bristol
ASHLEY FULWOOD Nottingham	GARRETH JONES Roade, Northants	STEPHEN TODD Co Durham	BEN TUCKER Catford, London	DANIEL JORDAN County Down, NI
ROSS MACKENZIE Birmingham	VICKI-ANN BYRAM Doncaster	JOHN HOPKINS Glasgow	KIRK HEMMINGS London	STEPHEN DRYSDALE Perth
ANDY CURLE Barnwood, Glos	BARRY WITHERS Weymouth	MARK CURTIS London	CARL WORRALL Leeds	BEN WILLIAMS Ludlow, Shropshire
WAYNE ROBERTS Birmingham	ADRIAN QUINN Fife	JOHN WILSON London	BARRY HODGSON London	ANDREW STORR Bournemouth

Who owns what...?

THE DECISION MAKERS!

As we explained in the Survey itself, we're getting together a panel of 50 readers to help SEGA FORCE on a permanent basis. As you will also find out in this issue, the next SEGA FORCE is actually the last in the current format. The August issue, on sale on 24 June, will be the first to devote itself entirely to the Mega Drive (and Mega-CD), thus answering many complaints from Mega Drivers. But on the same day, we're also launching SEGA MASTER FORCE — devoted entirely to the Master System. Both magazines get a similar Game Gear supplement — so everyone wins and no one loses out!

To reflect this major change, we've selected 30 panelists for each system instead of the originally intended 50. And here they are!

Over the next few months they're all going to be very busy answering questions for us.

SEGA FORCE DEADHEAD PANEL — MASTER SYSTEM

STEPHEN FISHER Hastings, E Sussex	MATHEW BOOTH Wickham, Essex	MARK ABBOTTS Bury, Lancs	JOE BURGESS Glasgow	THOMAS CLARK Dunstable, Beds
CHIS COLLINS Eastcote, Middx	JAMIE SHANNON Irvine, Ayrshire	JAME REID Hereford	JONATHAN ALLAMBY Reading, Berks	PAUL O'SULLIVAN Nuneaton, Warks
RICHARD HARTOPP Fleckney, Leics	ROBERT JOHNSON Swansea	ROB COLE Cardiff	RAYMOND FAIRLIE Renfrewshire	ANDREW SKILLEN Tyne & Wear
STUART CHATTEN Norwich	JOHN McPHERSON Coventry	NEIL MORRIS Maesteg, Mid Glam	DANIEL JONES Bristol	JOEL STUPPLE Alford, Lincs
SCOTT ELLIS Chester-le-Street	LUIS HERNANDEZ London	JONATHAN CHARNLEY Waterlooville, Hants	JAMES FIDDLER Ulverston, Cumbria	JAMES SMITH Leeds
LEE CUNLIFFE Bolton, Lancs	DAVID LANGHAM London	COLIN HICKSON Isle of Man	BEN HUNT Telford, Shrops	RICHARD JONES Rotherham



FREE!

MARKET FORCE

The best things in life are free! Never has the saying been so true as here, at the Market Force classifieds section. Whatever you want to sell, buy or swap — Sega-related or otherwise — it won't cost you anything! Not a single copper coin! And if you're looking for a pen pal or want to plug a gamers' group, feel free — the ads are! Just fill in the form and send it to us. Your ad will appear within two issues but readers reply at their own risk.

● FOR SALE ●

● Spectrum +2 for sale, mint condition, joystick, 90+ games, 15+ full price games. All cables and fully boxed, worth £500+, sell for £75. Tel (051) 427 5137 now!

● Sega Master System II in mint condition, boxed with two games, Alex Kidd in Miracle World and Sonic, and one joypad. Sell for £55 ono. Phone Andrew on (0286) 881274.

● Game Gear and six games, including Sonic 2 and Donald Duck, three months old, £120, but all offers will be considered. Phone Chris on (0442) 864664.

● 52 Sega magazines for sale, including Sega Force, Sega Power, Sega Pro, Sega Zone and Mean Machines. All for just £30, will split. Phone Trevor on London 469 3297.

● PC Engine with eight games, including Formation Soccer, Alien Crush, New Zealand Story, Victory Run, immaculate condition. Tel John on (0633) 258325, evenings please.

● Sega light phaser, immaculate condition, £15 ono. Tel John on (0633) 258325 evenings please.

● Mega Drive, three months old, two joypads, PGA Golf, Double Dragon, T2, European Club Soccer, Olympic Gold, Super Hang-On, all boxed with instructions and Power Tips Book. Proof of purchase and demo if needed, bargain at £200. Tel (0734) 502221.

● Sega Master System II for sale, includes five games, OutRun Europa, RC Grand Prix, Pro Wrestling and Alex Kidd in Miracle World, WKK infra-red controller, nearly new, £73. Tel 254383.

● Master System, 13 games including Mickey Mouse, Lemmings, two controls, one joystick, light phaser. Only £170. Phone (0299) 271233 after 4pm.

● Sega Master System with four games, two joypads, offers considered. Phone Chris on (0423) 870307.

● Mega-CD games. Earnest Evans £20, Heavy Nova £20. Phone Rupert on (0703) 558704.

● MS game for sale, OutRun Europa, brand new, £20. Tel James on (0427) 891494.

● Game Gear for sale, many games including Sonic and Mickey Mouse, also with Master Gear and lots of Master System games, all boxed. Altogether cost over £400, sell for £250, will sell games separately. Ring Paul on (0255) 860944.

● Mega Drive Bio-Hazard Battle cart, alien shoot-'em-up, includes two-player mode, four months old, hardly played, perfect condition — £25. Tel (0603) 413284.

● Sega Master System II boxed with 6 games, and two control pads, (must get sold), £75 ono. Write to J Boyd, 37 Abbotsford St, Falkirk, Stirlingshire, Scotland FK2 7QS.

● Game Gear for sale, six great games, battery pack and AC adaptor. Worth £270, will sell for £150 ono. Phone (0255) 506922.

● Game Gear, AC adaptor, Wide Gear, Master Gear converter, carry case, four good games, boxed as new. Worth £280, will sell for £180, offers. Phone Michael on (081) 310 6868. Please phone after 4pm.

● Mega-CD and Mega Drive (scart), text switch fitted, runs any game, UK, USA, Jap, with Wonderboy CD, Ninja Force CD, After Burner III CD, Ecco: The Dolphin, Desert Strike, Super Fantasy Zone, Sonic, plus Power Clutch as new, two months old, complete £399. Phone Ian after 6pm, (0902) 338974.

● Sega Master System, mint condition, one year old, two joypads, nine games including Sonic 2, light player, worth £200, will sell for £150 ono. Tel (0533) 874444.

● Master System, joypad, control stick and seven games for sale, and Sonic, R-Type, worth £150, sell for £100 ono. Some games have no instructions. Tel (0772) 434838.

● Mega Drive for sale with arcade joystick, 20 games, Pro Action Replay, all games are boxed with instructions. Will sell for £395 ono (worth over £600). Phone Neil after 6pm on (0244) 810173.

● Mega Drive and seven games, including Sonic 2 and Alien 3, plus 2 joypads, one Turbo. All boxed, brand new, vgc, cost £500, sell for £250. Tel (0222) 831250.

● Games magazines, over a hundred for sale, inlcuding Megatech 1–15. Offers, please, to: Jeff, 52 Vivian Street, Abertillery, Gwent.

● Master System II plus Sonic (new) and other game Olympic Gold, Ninja, Shadow Dancer (new), OutRun, Captain Silver, Alien Storm, £60, all for £120. Call Liam on (081) 863 3629 after 7pm.

● Sega Master System, boxed with eight games, two control pads and control stick, £110 the lot. Call (0704) 537835 between 4pm and 5pm, buyer must collect.

● Master System games for sale, Lemmings, Gauntlet and Sonic 2, £16–22 each or the lot for £50. Tel David on (041) 632 9708.

● Spectrum +2 48/128k with over 30 games and two joysticks (worth £25), manual and laser gun. Good condition. All boxed and all for £75. Tel (021) 449 7512.

Classifieds!

● Sega Game Gear boxed, few weeks old, seven games included, £170 ono. Adaptor included. Write to: Ray, 20 Queens Drive, Flat 3, Walton, Liverpool.
● Mega Drive games: Forgotten Worlds, Streets Of Rage, Wrestle War, Golden Axe, £17.50 each. EA Hockey, £23. All boxed with instructions, vgc, two control pad, vgc, £9 each. Phone (0375) 84261.
● Game Gear for sale, six top games, adaptor, magnifier and selection of Game Gear reviews. All for £130. Good price or what? Phone after 5pm on (0229) 64045.
● Mega Drive incl control pad, arcade joystick, plus four games: Sonic, Taz-Mania, Strider, DecapAttack and game converter. Excellent condition, £165. Tel: Lindsay on (0778) 380450.
● I'll sell Fire and Forget 2 for the MS for £13, boxed with instructions. Or I'll swap it for Action Fighter. Call Simon on (0934) 633763, after 6pm.
● Sega Mega Drive, one control pad, Japanese converter, four games, carry case, 33 Sega mags, all for only £180 ono. Phone Scott on (071) 354 5639, all offers welcome!
● Spectrum 128K+2A, 2 joysticks, light gun and 60 games, excellent condition, £50 ono. Phone Kirk on (0483) 571291. If bought before May 1993, you get £6 off!
● Sega Game Gear (US) plus two games, Columns and Revenge Dragon. All boxed as new. Unwanted gift, £60. Phone Marc on (0728) 831488, after 6pm please!
● Sega Master System II, excellent condition, nearly new, one joypad, two player joypad, five games (Donald Duck, World Grand Prix, Alex Kid, Ninja and Wonder Boy), AC adaptor, £110 ono. Ring Damian on (0602) 270246.
● Master System, eight games, two control pads and light phaser, £120. Write to Robert Butterfield, 2 Braemar Rise, South Hendley, nr Barnsley S72.
● Master System! At a bargain of £120, including Sonic, Columns and Wonder Boy 3. Phone Sam on (081) 658 20421.

● SWAP ●

● Wanted: Amiga 500 with some games, will swap for Mega Drive with six top games, including Lemmings, Thunder Force IV etc. Tel (0257) 481755 now!
● Three Amiga games, Myth, Rome 92, Trivial Pursuit, for any Mega Drive game, and Mega Games 1, Desert Strike on Mega Drive for Euro Club Soccer, Ecco or EA Hockey. Ring (0622) 744325.
● I will swap my Master System with six games for a English Mega Drive with two/three games, must collect. Tel (0375) 644463.
● Mega-CD or Neo Geo wanted in exchange for Double Dragon arcade machine, perfect condition, two-player, Jamma wired, buyer must collect. (0732) 846524.
● I will swap Alien 3, Asterix, Rampage or Sonic 2 for Ghouls 'N' Ghosts, Populous, Ultima IV or Speedball 2. Please phone (0692) 615555.
● Mega Drive games, Italia '90, Euro Club Soccer, will swap for Winter Challenge, Road Rash or any good game. Ring Frank on (0296) 434228.
● For swap, Streets Of Rage and Sonic for Streets Of Rage II. Tel (0743) 367326, evenings please.
● Swap Strider or Ghouls 'N' Ghosts for Valis 3, Chakan, Gods or any good hack 'n' slash cart. Phone Paul on (0896) 3364 (daytime) or will pay up to £15 for any of the above.
● Swap MS games World Grand Prix for Super Kick Off or Champions Of Europe. Phone Phil on (0695) 33428.
● Will swap Streets Of Rage 2 for Ecco: The Dolphin or Buck Rogers (MD). Tel: (021) 477 3872.
● Swap Game Gear and 16 games including Lemmings, Sonic 2, Super Off Road, converter, case, adaptor etc for Mega Drive and games. Call Mick on (0709) 525164.
● Issue 15 Sega Force, 3 Mega Tech mags (issues 9,10,12), Jan and Feb of Mean Machines, issues 2 and 3 of Gamesmaster, all Mega Drive-related mags (8). Will swap for Ecco or World Of Illusion or £30, including p&p. Ring Ian on (0904) 799520 after 4pm.
● Will swap my Fantasia for Joe Montana, Moonwalker or Olympic Gold. Phone (0222) 220785 after 4pm and ask for Andrew.
● Game Gear games: Sonic 1, Lucky Dime Caper or Castle Of Illusion, will swap for any of the following: Terminator, Lemmings, other games considered. Tel (0202) 529497.
● Swap my John Madden's Football for anything decent, send list of games, anything considered. Also I have Super Hydlide for the Genesis!!. Write to W Russell, 80 Penhill Rd, Matson, Gloucester GL4.
● Mega Drive swaps. Terminator 2 for NHLPA '93, JM '93 for Streets Of rage 2, Dragon's Fury for Rolo To The Rescue and New Zealand Story for Rainbow Islands. Please call after 6pm on (0868) 899773, ask for Steven.
● Will swap or sell, for Game Gear Columns, Super Golf, Super Monaco GP or Sonic 1, almost new. Tel (0642) 311802.
● Swap my Vigilante or Kenseiden for Super Kick Off, Mercs, Golfmania, Flintstones, Casino Games or World Class Leaderboard for the Master System. Tel (0248) 601475.

● PEN PALS ●

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GUTTER SNIPE

'Ade, do I have to write an intro this month?' 'Of course you do, you're renowned for your rhyming introductions.' 'But I can't think of one!' 'Well, write about nuclear war, or peg bags or something.' 'Can't I just say "Ladies and gentlemen, welcome to the letters section" and be done with it?' 'Errr... Hmmmm...' 'Oh, please! I'll give you a bakewell tart at lunch time.' 'Well, errrr...' 'And you can borrow my Sooty and Sweep hot water bottle cover.' 'Oh... go on, then!'

Letters!

'Don't you think it's weird, Ade, how the music of today has gone full circle?' 'What do you mean, Gut?' 'Well, look at the charts, they're full of cover versions — records from the Sixties and Seventies!' 'Well, there ain't *that* much originality around at the moment, is there? I mean, look at some of the games we get to review. Been there, done that, bought a villa in the south of France.' 'But it seems *some* groups use cover versions to gain recognition or boost their flagging pop career. It's just not on!' (Errrrr... excuse me, will you two stop nattering and get on with yer work? —Mat.)

'Oooooh! Get him, Ade! Who's he think he is — Adolf Hitler's grandmother?' 'We'd better do as he says, Gut, he might report us to the big cheeses.' 'Yeah! I suppose you're right. Catch ya later, mate.' 'Yeah! See ya, Gut! Hey! Any of you lads seen me Take That sticker album?'

'Right, you game-freaks, listen up! I want decent letters. Letters with a point. Letters that make ya think. Not namby-pamby "When's *Street Fighter II* coming out?"-type scribblings. And I want pictures. Humongous, colourful, size-of-an-office block pictures and, er... I want 'em now! Get going!

'There's a SEGA FORCE T-SHIRT and TACK for the best letter and pic I receive. The address is: GUTTER SNIPE, SEGA FORCE, IMPACT MAGAZINES, Ludlow, Shropshire SY8 1JW. Right, Yeo, let's tell 'em about the time you got trapped in a lift with Bonnie Langford, Kate Bush and a hoola-hoop salesman...'

Peter Johnson from Northwich, Cheshire's been in hospital, so he's been squishing Sonic to keep up his spirits. Hope you're out by now, Peter, and with a tail to tell...

Chest-bustin'

Yo! Gut Boy
I've only started reading **SEGA FORCE** for the past couple of issues and I like what I see *and* read, for that matter! Some of the games I've got are great.

On the *Alien 3* map (Issue 14, page 58), you've a screen of an Alien chest-buster breaking free from its host. Does this sequence appear on the Mega Drive version? I've completed the game and never seen it!

Why does the game *Alien 3* differ from the film? They could've made it more like the movie. There were no guns or weapons of any kind in the film and Ripley kills herself at the end.

Are there any plans for an *Alien* game based on the first or second film? I'm sure there are a loads of fans who see this as a must. Have a word with Arena would you?

Finally, if someone has a great idea for a game (**you, for example? —GS**), what can they do? Thanks for your time.
Chris Battenbough, Neath, West Glamorgan

Right, Mr Face-hugger 1993, Mat reckons the pic you refer to only appears when you run out of time. You must be pretty nimble on ya feet if ya haven't seen it!

***Alien 3* was one of the better film licences. Usually, games with a film theme are a pile of dog's doo-doos. I'd rather hang-glide off a Black & Decker Workmate! Arena did a pretty good job. It's not always easy to cram every detail of a film into a game, you end up running out of memory!**

An *Alien* CD's being produced by Acclaim as we speak. The game supposedly includes action from all three films.

If you have an idea for a game, pop your thoughts down on a piece of paper and send 'em to Sega Europe, 16 Portland Road, London W11 4LA. That's ya lot!

They breed 'em big in the hills around East Kilbride, which is where Sonic artist Philip Murtain lives (and SEGA FORCE gets printed). Sonic's back and he's 300 feet taller!

Dry rot?

Dear Gutter Snipe
Having read the letters page of your December 1992 issue, I've come to the conclusion your magazine is absolute rot! **Sega** and **Nintendo** *may* be rival companies and, even though I'm a Super Nintendo owner, I don't go around drawing childish pictures of Mario killing **Sonic**, or saying **Sega**'s crap. My mate owns a Mega Drive and he agrees with me.

So you lot, the bottom line is, stop encouraging people to slag off Mario.

It's not funny. I *might* have included a piccy of Mario and Yoshi driving a ten-ton truck squashing Sonic, but I'm not as immature as some people!
Yours anonymously, Anonville

Who's got *your* goat up? D'ya know something, Mr Anonymous, I tend to agree with ya! (He must be ill! —Mat.) Those kinda pictures are getting on *my* nerves, as well. So, listen you lot, if you're gonna send me a pic, try and think of something a bit more inventive than Sonic kicking the casserole outta Mario. There ya go, kiddo, I'm on your side!

All my own work!

Dear Gut
Could you please tell me if MS *Terminator* and *Alien 3* are any good. I think *Transbot*, *The Ninja* and *Ghost House* shouldn't be in the cart charts. I've rated them for you.

Transbot: Presentation very poor. The graphics are boring. The sound's like a pig being slaughtered. Playability, too easy and too

boring. Rating: 12% (just!).

The Ninja: Presentation's okay. Playability: It's far too easy. A three-year-old could master it in the space of half an hour! Rating: 31%.

Ghost House: It's more like *Zelda* clone for the Nintendo than a **Sega** game. Poor graphics, poor sound and poor playability. Just like *The Ninja*, it's too easy. Rating: 22%. A bad buy!

Nigel Havenhand, Trickhill, nr Doncaster

Who d'ya think you are, Paul Mellerick? Rating your own games and being *so* inaccurate, I dunno!

***Terminator* and *Alien 3* are pretty good. You *may* find *Terminator* a bit easy if you're an expert gamer. MS *Alien 3* is a good conversion of the MD game.**

Right, let's have another look at your letter. Have I answered all your questions? Looks like it.

1993 is going to be the year of the dinosaur, especially after Jurassic Park, Steven Spielberg's next box-office blaster, opens later on. Meanwhile there's fun to be had with saurians in Humans. The artist's name got separated from the picture here, so sorry whoever you are! Write in and let me know...

T-SHIRT WINNER

Those Sega blues

Dear Gutter Snipe

I'm worried. Issue 15 contained only two Master System reviews. Neither of these could be classed as comprehensive. I learnt nothing of either game's playability, longevity, visuals or presentation. Simply saying, 'This is one game every MS owner will enjoy' isn't a good enough recommendation when the game will probably cost in excess of £30.

However, I'm not blaming you guys for this. The problem rests with **Sega**. For a long time now, the Master System has been in steady decline and I can't really see it getting any better. The Mega Drive is now **Sega**'s main source of income, so why should they continue to produce or licence new games for a system that doesn't make as much money for their shareholders? After all, they're in the business of making a profit.

Mega Drive owners, too, should take note. Once the Mega-CD gets its official release, a lot of software companies are going to move to this new lucrative market and Mega Drive owners will find themselves in the same position all MS owners find themselves in now. Namely, fewer releases and hardly any reviews. You have been warned.

Someone needs to pin down **Nick Alexander** from **Sega Europe** and discover where he sees the Master System heading. I bet he doesn't know what's scheduled for release in 1993. If the Master System's abandoned, it's not just MS owners who'll suffer. Combine the total number of MS owners with GG users who own adaptors to expand their limited library and **Sega** could face 3–4 million irrate customers across the EEC.

Sorry to go on, but it had to be said. 'The Master System's dead — long live **Sega**!' Let's hope not.

Ian Dunn, Stockport, Cheshire

Wow! You've got a bee in ya bonnet! Here's Ade with a reply for ya...

'We've been a bit worried, of late, 'cos there have been hardly any MS games around to review. In Issue 15, the MS reviews you refer to weren't in fact reviews, they were previews. We include our previews with our news these days. You'll find these games were reviewed in full in subsequent issues.

'Luckily, the future seems a little brighter and 8-bit games are starting to trickle through from Sega. I can see your point, but it's like everything in the wacky world of computers, times change. Look at the lubbly-jubbly Spectrum computer, that's been in decline for a long time. People always want something better. The Master System's got another good couple of years left in it yet. In some cases, the games that appear are better than the 16-bit affairs.

'The Mega-CD *is* stunning, but it'll be a long, long time before Sega and other software producers write-off the Mega Drive.

'There's good news on its way, Ian. Stay tuned to SEGA FORCE over the next couple of months for details. It's something special!'

On yer bike? Don't think so!

Dear GS

Notice we have the same initials — so listen up! According to one **Sega** mag, in *Road Rash II*, there's a bike called 'The Wild Thing' which can hit a speed of 210 mph. It was stated you can only acquire the bike by a) Waiting until the end of the game; or b) Using an **Action Replay** Pro cart.

I've not only beaten up every cop, but also changed the first two digits in my eight-digit password to EI and received loads of money! Wow!

(By the way, if you let me say 'Hi!' to my girlfriend Nicola, who's having my baby in July '93, I'll be well stoked and so will she!)

Gary Sivewright, Hull

What's 'well stoked' mean? Obviously an expression we haven't quite cottoned onto down here!

As for this bike thingy, well, why ask me? I don't play with anything anymore (that's not what *I've* heard! —Ade). If this Sega mag said it existed, then it exists, 'cos of course, you *always* have to believe what you read in other Sega mags (stop being sarcastic! — Ade).

To be quite honest, Gary, I haven't a clue! I haven't heard anything about this special bike, me fella, me lad, and if *I* haven't heard of it, it's not worth knowing about! The only 'Wild Thing' I know is stuffed down the front of my... (errrrr... I think we'll leave it there, thank you very much! —Ade).

Down a CD alley...

How's it going, GS?

I'm an 18-year-old Mega Drive fan, soon to be Mega-CD owner, so I'd appreciate it if you could answer these questions for me.

1. Will *OutRun*, *Mobile* or *Powerdrift* be released on CD?
2. I heard a rumour that there's a Guns N' Roses *Make Your Own Video*. Is it true?
3. In their TV adverts, why do **Sega** concentrate more on that stupid fat git than on the games?
4. I wouldn't mind a job writing for a computer magazine. I've sent you a review. What do you think of it? Don't be too critical

Peter Bailey, Willenhall, West Midlands

Willenhall, huh? I've heard Ade hangs around that clock tower in the market place at the dead of night and rrrr... well, I'll leave ya guessing!

You can bet your life there'll be an *OutRun* game rearing its ugly head. Sega seem to like those kinda games! As for the other two — no news. Obviously a Guns N' Roses fan, huh?

Kris Kross, Marky Mark, The C&C Music Factory and INXS have taken part in the 'Make Your Own Music Video' series and Prince is soon to take part in a CD caboodle, but it won't be the same as the others. I can't see why Guns N' Roses shouldn't do one. In fact, my sources tell me that the group are rather interested in making their mark on the Mega-CD. More news when I get the full goss.

Why do Sega concentrate on the fat bloke? I've never given it much thought. If you believe another Sega 'mag', we're all supposed to look like that other bloke, ya know, the bronzed hunk with the slicked-back hair, Jimmy. Inferiority complex, or what?!

As for your review, not bad. But if ya wanna be a staff writer, you've gotta have a funny haircut, a surname no one can pronounce , a K-reg Peugeot 205 and a fetish for Pot Noodles. If you can say 'yes' to all of those, you *may* stand a chance!



This satirical little number claims to be from a one Scott McSporran in Glasgow. Ya can't fool me, Scott McPsuedonym, you're really a clan of subversives (or should that be 'perversives') planning the overthrow of Japanese civilisation as we know it.

Letters!

Follow-ups

Dear Gut
I will be very happy if you could answer my questions.
1. Is there going to be a *Moonwalker II* for the Mega Drive?
2. Is there going to be a *Desert Strike II*?
3. Which is better, *Mega-lo-Mania* or *Populous*?
Craig Lancett, Stourport-on-Severn

Shouldn't have thought there's a *Moonwalker II* on the drawing board, the first wasn't much cop.

Yep, the follow-up to *Desert Strike* will be with us shortly. It's from Electronic Arts and is called *Jungle Strike*.

Paul says he prefers *Mega-lo-Mania* to *Populous*. Look out for *Populous II: Two Tribes* from Virgin in the near future. It should be a corker.

I think he likes us!

Dear Gut
I would just like to say that **SEGA FORCE** rules! I'm a **Sega** fan. I hope **Nintendo** close down!

A bit of good news now — I don't have any questions for you! Aren't I a dear?

I think your mag's class. I buy it every month and read all of it. My favourite bit is The Cheat Chamber. I also like the reviews and, of course, the letters!
Stephen Rainey, SEGA FORCE City

The lengths people go to get their letters printed. Look here, blimpo, we *know* we're a good mag. Let's have more thought-provoking letters, you guys. Like, why's the world a sphere? Whatever happened to Felicity Kendal? Scribblings like that!

Years ago I was dragged screaming to the Tate Gallery in London to see a load of bricks they said was 'art'. It looked a bit like this gravestone from Cumbria's Stephen McGrady. It seems like Sonic and Tails have won again!

GG versus MS

Dear Gut-hole
I have a few questions for you:
1. Why is a cool person like **Ade** considered such a spawny git?
2. Is the Mega Drive II coming out?
3. Is a GG better than a MS?
4. Could you please review more GG games for my bud, Graham?
5. Is *Green Dog II* coming out, and if so, on what formats?
Ciaran Neeson, Co Down, N Ireland

Right, let's have a look at this little crop of questions, shall we? To your first query, I dunno. I'm still waiting for the punchline!

The Mega Drive II's coming out later this year. But don't be fooled, it's only being redesigned. It does nothing different from the original MD. It won't wash the dishes, do your homework or worry sheep, so don't get any bright ideas!

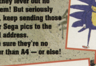
The GG's better than the MS 'cos you can play with your little handheld thingy under the bedclothes! Tell your mate, Graham we'll try harder. No news on *Green Dog II*. Soz.

Pebbles who?

Dear Mr Snipe
1. What are the best add-ons for my MD?
2. Is the Mega-CD worth buying?

OFF THE WALL!

We got lots of pics off the wall this month — if you wedge a 10p under drawing pins they lever out no problem! But seriously folks, keep sending those super Sega pics to the usual address. Make sure they're no bigger than A4 — or else!





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St. Ives, Cornwall


JAMES SMITH
Addlestone, Surrey

3. What games do you think are worth their money?
4. Are there any new animals in *Sonic 3*, such as Pebbles the Racoon?
Adam Harvey, Newport, Gwent

More bloomin' questions! The best add-ons for your MD? Well there's a screw-on snack bar attachment and a glow-in-the-dark novelty pencil eraser! What d'ya mean, the best add-ons? The Mega-CD, for sure! I reckon the price is a bit steep but it's a wise investment.

Carts worth their salt are those that aren't too easy and those you play again and again and get a different game each time. Footy games are probably the best example of this.

Where *do* you lot get your ideas from? Pebbles the Racoon? Never heard of him! What mag have *you* been reading? Or did ya just make it up. You can bet your bottom dollar there'll be at least *one* animal in *Sonic 3*. He'll be blue, spiky and should run like lightning! (You're bloomin' sarcastic, you! —Ade.)



Another one from East Kilbride, this time from Ryan Hunter in Green Hills, with a complex montage (French for 'couldn't think what to put in, so put it all in') of an Ecco-y dolphin triumphing over other well known game characters.

RYAN HUNTER
East Kilbride

MICHAEL PLENTY
Pontypridd

ROSS HEDGER
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DAVID SELF
Grays, Essex

KEVIN DONALD
Macduff, Scotland

WILLIAM ALLEN
Mobberley, Cheshire

A. NONNYMOUS
Sega city

C. BATTENBOUGH
West Glamorgan

Who's the best?

Dear Gutter Snipe
Can I please say to your readers how crap all other mags are compared to **SEGA FORCE**? Now for some questions.
1. Is *Terminator 2: The Arcade Game* worth buying if you haven't got a Menacer?
2. What's the best platform game on the MD, apart from *Sonic 2*?
3. Why is *Micro Machines* not in any of the shops I go to?
4. Why is **Mr Yeo** such a dickhead?
5. What is the best racing racing game on the MD, apart from *Micro Machines*?
6. Which company is best for MD games out of **Acclaim, Virgin, TecMagik** and **EA**?
7. Is *Global Gladiators* worth buying?
Harry Johnstone, Somerset

Let's see, errrr... *Terminator 2*'s pretty good with the joypad, but playing with the Menacer makes it more fun.

Check out Virgin's latest platform romps, *Global Gladiators* and *Cool Spot*, if you want quality platform games. US Gold's *Flashback*'s a stunner, too.

Sega have recently been in a courtroom battle with the producers of *Micro Machines*, Codemasters, so none of the Codies' games were released. That dispute's now resolved, so Codemasters are about to take the Sega world by storm!

Mr Yeo's saddened by your outburst. He reckons he'll come up with the answer on Friday — but he doesn't say *which* Friday!

I'm putting my head on the chopping block if I favour a particular company. This isn't *Sega Power* or *Mega*, ya know!

What was that word?

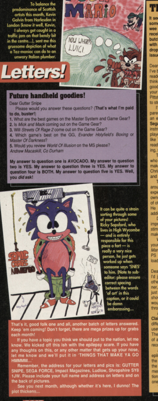
Dear Snipe
Party on! Just a few lines to say how excellent your magazine is and how totally heinous **Adrian Pitt** is.

Also I'd like to ask a non-heinous question. Is *Hero Quest* or *Space Crusade* planned for release on the Master System?
Paul 'Bill and Ted freak' King, Distington, Cumbria
PS I think I deserve a **SEGA FORCE** T-shirt, for my girlfriend. She just asked me to choose between *her* and my **Sega** and she's gone! Till next time — party on, dude!

Ade's looking up the word 'heinous' in the dictionary. We'll give him a moment to discover what it means.

There are no plans at present for *Hero Quest* or *Space Crusade* on the Master System. Watch out, here comes Mr Pitt...!

'Oi! I'm not atrocious, extremely wicked, or detestable. I've got a Paddington Bear sandwich box and matching beaker. I'll ask you to take back that remark!'



To balance the predominance of Scottish artists this month, Kevin Galvin from Harlesden in London (know it well, Kevin, I always get caught in a traffic jam on that bendy bit in the centre...), sent me this gruesome depiction of what a Taz-maniac can do to an unwary Italian plumber.

Letters!

Future handheld goodies!

Dear Gutter Snipe

Please would you answer these questions? (**That's what I'm paid to do, buster!**)

1. What are the best games on the Master System and Game Gear?
2. Is *Mick and Mack* coming out on the Game Gear?
3. Will *Streets Of Rage 2* come out on the Game Gear?
4. Which game's best on the GG, *Evander Holyfield's Boxing* or *Master Of Darkness*?
5. Would you review *World Of Illusion* on the MS please?

Andrew Macaskill, Co Durham

My answer to question one is AVOCADO. My answer to question two is YES. My answer to question three is YES. My answer to question four is BOTH. My answer to question five is YES. Well, you *did* ask!

It can be quite a strain sorting through some of your pictures! Ricky Sapsford, who lives in High Wycombe — and is entirely responsible for this piece o fart — is really a very nice person, he just gets worked up when someone says 'SNES' to him. (Note to sub-editor: please ensure correct spacing between the words 'of art' in this caption, or it could be damn embarassing...

That's it, good folk one and all, another batch of letters answered. Keep 'em coming! Don't forget, there are mega prizes up for grabs each month!

If you have a topic you think we should put to the nation, let me know. We kicked off this ish with the epilepsy scare. If you have any thoughts on this, or any other matter that gets up your nose, let me know and we'll put it in 'THINGS THAT MAKE YA GO HMMMM...'

Remember, the address for your letters and pics is: GUTTER SNIPE, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Please include your full name and address on letters and on the back of pictures.

See you next month, although whether it's here, I dunno! The plot thickens...

THINGS THAT MAKE YA GO 'HMMMM...'

It seems the TV and newspapers have got some of you, or your parents at least, a wee bit worried. Here are three letters I've received on the subject of epilepsy. Have a butcher's and see if you agree or disagree with the comments made. Then, why not drop me a line and maybe in a future issue, we'll have a debate.

Dear Sir Gut

I've been a **SEGA FORCE** reader since Issue 8. I think your mag's pretty good, mainly because of your section and The Pittstop — sorry, Cheat Chamber! I'd like you to straighten out a few facts.

I'm not the only person in Europe who has parents concerned about their children having an epileptic fit while playing console games. **Sega** have now started putting warnings in instruction manuals explaining the symptoms players may experience before having a fit. I'd like YOU to clarify to millions of people who read your magazine that this is now happening, so they can show their worried parents.

The thing that really narks me is people who claim computer games are addictive and make you aggressive, goggle-eyed etc. For Christ's sake, why don't these bods get a life and stop pestering us game-freaks?

There was a programme on television around Christmas time that carried out an experiment. They got a game-freak who owned an SNES, a Mega Drive and a couple of other computers to give them up for a day. He didn't show any sign of aggression or addictive behaviour.

Did you know that computer games improve your hand-to-eye coordination and stimulate your brain? In other words — they make you think!

Well, that about wraps it up! Thank you for your time.

Mark Smyth, Co Dublin, Ireland

PS That *World in Action* programme was a load of tosh!

Dear GS

I'd just like to thank you for the T-shirt and other freebies (being Letter of the Month winner, Issue 16), they were much appreciated! I just wish the dopey postman hadn't tried to shove 'em through the letter box. I mean, would *he* like it if I put his black and white cat through a food processor?

Anyway, to the point! I thought I'd take the **Claire Rayner** approach this month. The only difference being, *my* info will be a lot more useful *and* make a lot more sense — I hope! The subject being epilepsy. It's become a bit of a swear word lately so *I'm* here to set the record straight, once and for all.

As you know, if you suffer from it, an epileptic fit can be brought on by the flicker of the screen, but to actually have an attack in the first place, your brain needs to receive messages from *both* eyes. So, a simple solution would be to wear an eye patch over either one of your eyes and worry no more!

The only drawback when I tried this method was my girlfriend brought me in a cup of coffee and scared the crap out of me, 'cos I didn't see her! My coffee went everywhere, but I think it's a small price to pay, don't you?

Well, all we've gotta do now is convince all the dickheads out there that computer consoles are about as addictive as hopscotch! Well, maybe it *is* a bit more addictive. Mind you, there are a lot of addicted hopscotch players out there — somewhere!

Mega wishes and congratulations on another excellent issue.

Chris Handley, Worcester

Dear Gutter Snipe

I'm writing this letter to have a moan about newspapers, *The Sun* and *Daily Mirror* in particular. I mean, they're always printing stories about how damaging computer games are and how they lead people to have epileptic fits, but the same papers have their own computer game columns with news, reviews and tips! I think this is bloody stupid!

I was reading an issue of *Sega Power* (sad!) at my mate's house and spotted a letter from a mother complaining that **Sega** games had ruined her son's life! Why didn't she take the console away from him if this was the case? I know if **Sega** games were ruining *my* life and education and were making me violent, my parents would take my machine off me! Consoles keep a lot of kids off the streets *and* out of trouble.

Please, please print this letter, you sad, sad man (I know it's long, but cut some out if you have to!). By the way, **SEGA FORCE** is totally wicked.

Mark Benwell, Basingstoke

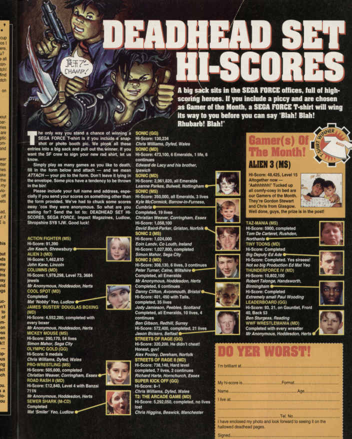
Hmmmmm! I think I'll let Ade answer this one! Take it away, Pitty!

'A lot to think about. I'm no expert, but playing computer games for long periods of time affects almost everybody in some way. In the early days, I'd sit and play my Spectrum for hours. I'd draw the curtains and sit right near the screen. I'd walk away with a stonking headache, feeling sick and giddy. Playing games is like most things — only good in small doses!

'Warnings are being placed in instruction booklets now, but I'm sure there aren't many folk who read them from cover to cover. As for the TV and press, some of their coverage *is* over the top. For example, if someone gets bitten by a dog on Monday, by Friday you can bet the press have found 75 million people who've been bitten by dogs within the space of a week!!

'When the media latch onto a story — they grab it by the horns, good and proper. Most of it's hype, but there *is* a serious message there somewhere. Flickering lights and super-fast images *do* affect *some* people. I can't go into too much detail because I'm not a medical man!

'We'd like to hear from the rest of you. Do *you* think playing console games is a health hazard? Have they made *you* violent? Parents, too, let's hear what you have to say.'



DEADHEAD SET HI-SCORES

A big sack sits in the SEGA FORCE offices, full of high-scoring heroes. If you include a piccy and are chosen as Gamer of the Month, a SEGA FORCE T-shirt will wing its way to you before you can say 'Blah! Blah! Rhubarb! Blah!'

The only way you stand a chance of winning a SEGA FORCE T-shirt is if you include a snapshot or photo booth pic. We plonk all these entries into a big sack and pull out the winner. If you want the SF crew to sign your new rad shirt, let us know.

Simply play as many games as you like to death, fill in the form below and attach — and we mean *ATTACH* — your pic to the form. Don't leave it lying in the envelope. Some pics have a tendency to be thrown in the bin!

Please include your full name and address, especially if you send your scores on something other than the form provided. We've had to chuck some scores away 'cos they were anonymous. So what are you waiting for? Send the lot to: DEADHEAD SET HI-SCORES, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Good luck!

ACTION FIGHTER (MS)
Hi-Score: 91,390
Jim Keech, Shrewsbury

ALIEN 3 (MD)
Hi-Score: 1,462,810
John Kane, Lincoln

COLUMNS (MD)
Hi-Score: 1,978,298, Level 73, 3684 jewels
Mr Anonymous, Hoddesdon, Herts

COOL SPOT (MD)
Completed
Mat 'Nobby' Yeo, Ludlow

JAMES 'BUSTER' DOUGLAS BOXING (MD)
Hi-Score: 4,552,280, completed with every boxer
Mr Anonymous, Hoddesdon, Herts

MICKEY MOUSE (MS)
Hi-Score: 290,170, 54 lives
Simon Mahor, Sega City

OLYMPIC GOLD (GG)
Hi-Score: 9 medals
Chris Williams, Dyfed, Wales

PRO-WRESTLING (MS)
Hi-Score: 505,600, completed
Christian Weaver, Corringham, Essex

ROAD RASH II (MD)
Hi-Score: £12,840, Level 4 with Banzai 711N
Mr Anonymous, Hoddesdon, Herts

SEWER SHARK (M-CD)
Completed
Mat 'Smiler' Yeo, Ludlow

SONIC (GG)
Hi-Score: 130,234
Chris Williams, Dyfed, Wales

SONIC (MD)
Hi-Score: 473,100, 6 Emeralds, 1 life, 6 continues
Edward de Lacy and his brother, Ipswich

SONIC (MD)
Hi-Score: 2,961,820, all Emeralds
Leanne Parkes, Bulwell, Nottingham

SONIC (MS)
Hi-Score: 350,000, all Emeralds, 3 lives
Kyle McCormick, Barrow-in-Furness, Cumbria
Completed, 19 lives
Christian Weaver, Corringham, Essex
Hi-Score: 1,058,100
David Baird-Parker, Griston, Norfolk

SONIC 2 (MS)
Hi-Score: 1,024,000
Eoin Landv, Co Louth, Ireland
Hi-Score: 1,027,800, completed
Simon Mahor, Sega City

SONIC 2 (MD)
Hi-Score: 308,130, 6 lives, 3 continues
Peter Turner, Calne, Wiltshire
Completed, all Emeralds
Mr Anonymous, Hoddesdon, Herts
Completed, 6 continues
Danny Clifton, Avonmouth, Bristol
Hi-Score: 401, 490 with Tails, completed, 35 lives
Jody Jamieson, Peebles, Scotland
Completed, all Emeralds, 10 lives, 4 continues
Ben Gibson, Redhill, Surrey
Hi-Score: 572,400, completed, 21 lives
Jason Bickers, Belfast

STREETS OF RAGE (GG)
Hi-Score: 320,200. He didn't cheat! Honest, guv!
Alex Pooley, Dereham, Norfolk

STREETS OF RAGE II (MD)
Hi-Score: 738,140, Hard level completed, 7 lives, 2 continues
Richard Harte, Hornchurch, Essex

SUPER KICK OFF (GG)
Hi-Score: 8–1
Chris Williams, Dyfed, Wales

T2: THE ARCADE GAME (MD)
Hi-Score: 5,292,050, completed, no lives lost
Chris Higgins, Beswick, Manchester

Gamer(s) Of The Month!

T-SHIRT WINNER

ALIEN 3 (MS)

Hi-Score: 48,425, Level 15
Altogether now — 'Aahhhhhh!' Tucked up all comfy-cosy in bed are our Gamers of the Month. They're Gordon Stewart and Chris from Glasgow. Well done, guys, the prize is in the post!

TAZ-MANIA (MS)
Hi-Score: 5900, completed
Tom De Carteret, Rushden, Northants

TINY TOONS (MD)
Hi-Score: Completed
Big Deputy Ed Ade
Hi-Score: Completed. Yes sireeee!
Not so big Production Ed Mat Yeo

THUNDERFORCE IV (MD)
Hi-Score: 10,802,100
Robert Talonge, Handsworth, Birmingham
Hi-Score: Completed
Extremely small Paul Wooding

LEADERBOARD (GG)
Hi-Score: 93, 21, on Gauntlet, Front 40, Back 53
Ben Sturgess, Reading

WWF WRESTLEMANIA (MD)
Completed with every wrestler
Mr Anonymous, Hoddesdon, Herts

DO YER WORST!

I'm brilliant at...

....

My hi-score is..............................Format..............................

Name...Age.................

I live at...

....

....

....Tel. No......................

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.

Signed...

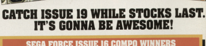
Fly into next month's issue and you'll come across Domark's great new flight sim, *MiG 29*. There's all the Accolade stuff, including *Hardball III* and *Summer Challenge*. More news from US Gold on their 8-bit versions of *James Pond* and *Star Wars*.

Who knows, André Agassi may be popping in for strawberries and cream, and of course, we're always on Sega's list of priorities, so we'll have the latest and greatest games from them, 'cos we're all matey and we love 'em and we pop down the pub for many beers and the like.

Final Fight's just about ready for the SEGA FORCE lowdown and a certain streetfighting game may be, too, but we can't quite bring its name to mind! Oh, and more news on why SEGA FORCE has a split personality. Intrigued? You will be!

Next Month

GRAB NEXT ISH 'COS IT'S THE LAST SEGA FORCE EVER. WHAT? ERRR... NO, SORRY... THE LAST SEGA FORCE IN ITS PRESENT FORM. GET READY FOR SOMETHING NEW. SOMETHING THAT'S GONNA BLOW YOUR MIND. STAY TUNED...



CATCH ISSUE 19 WHILE STOCKS LAST. IT'S GONNA BE AWESOME!

SEGA FORCE ISSUE 16 COMPO WINNERS

As some of the prizes listed below aren't sent out directly by us, please allow up to 28 days for delivery.

ALL THE FACES OF OLIVER

The winner of the original **Oliver Frey** artwork for the *Streets Of Rage* double-sided poster is: **John Joe McAndrew** of **Bradford**. Well done, John!

VIRTUAL REALITY COMPO

The lucky dude who gets a day out with a mate to experience **Virtual Reality** is: **Craig Sadler** of **Gillway, Tamworth**. We'll be in touch soon, Craig.

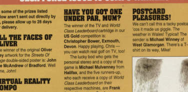
HAVE YOU GOT ONE UNDER PAR, MUM?

The winner of the TV and *World Class Leaderboard* cartridge in our **US Gold** competition is: **Christopher Bower, Exmouth, Devon**. Happy playing, Chris — you can watch real golf on TV, too!

The lucky bod who gets the personal stereo and a copy of the game is **Michael Mulvenney** from **Halifax**, and the five runners-up, who each receive a copy of *World Class Leaderboard* on their respective machines, are **Frank Bray, Nuneaton**; **Gordon Rowles, Belper**; **Andrew Skett, Redditch**; **MP Johnson, King's Lynn**; and **Matthew Page, Rainworth**.

POSTCARD PLEASURES!

We can't call this a tacky postcard 'cos it made us giggle. The weather in Wales! Typical! The sender is **Michael Winney** of **West Glamorgan**. There's a T-shirt on its way, Mike!




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